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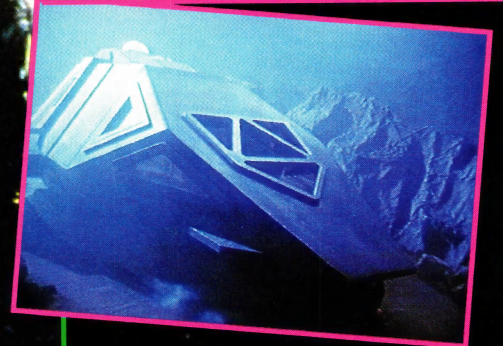
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Combat clothing for fierce warriors

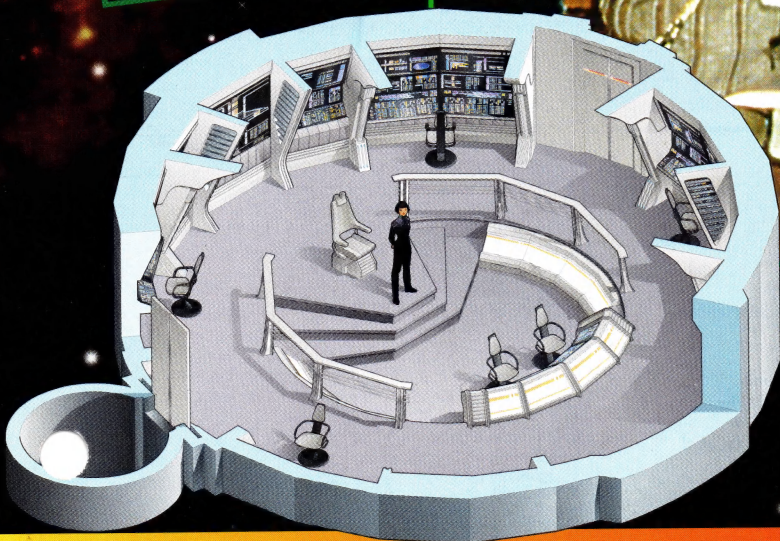
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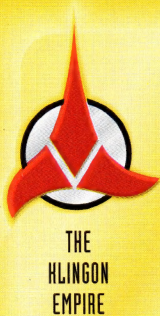
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The Guide to the STAR TREK Galaxy

FILE 11

CARD 6C



KLINGON DRESS: 24TH CENTURY

The Klingons are a proud, honorable, and warlike race. Their garments represent an ancient history of blood and glory on the field of battle.

The uniform of a Klingon warrior is no mere military garment: it boldly presents a visual statement of their fearsome prowess on the battlefield.

Klingon garments reflect the grandeur of their proud martial history. By the late 23rd century and well into the 24th, there is no absolute standard for Klingon uniforms, though starship crews tend to dress in tunics of a heavy,

gray leatherlike material, augmented by metallic decoration. Their garments are in stark contrast to the sophisticated 24th-century weaponry now at their disposal.

Klingon uniforms favor strong lines to emphasize their powerful, muscular build. In general, their clothing is heavily padded, broad at the shoulders with wide belts and knee-high boots. Some warriors wear elbow-length gloves while others don gauntlets.

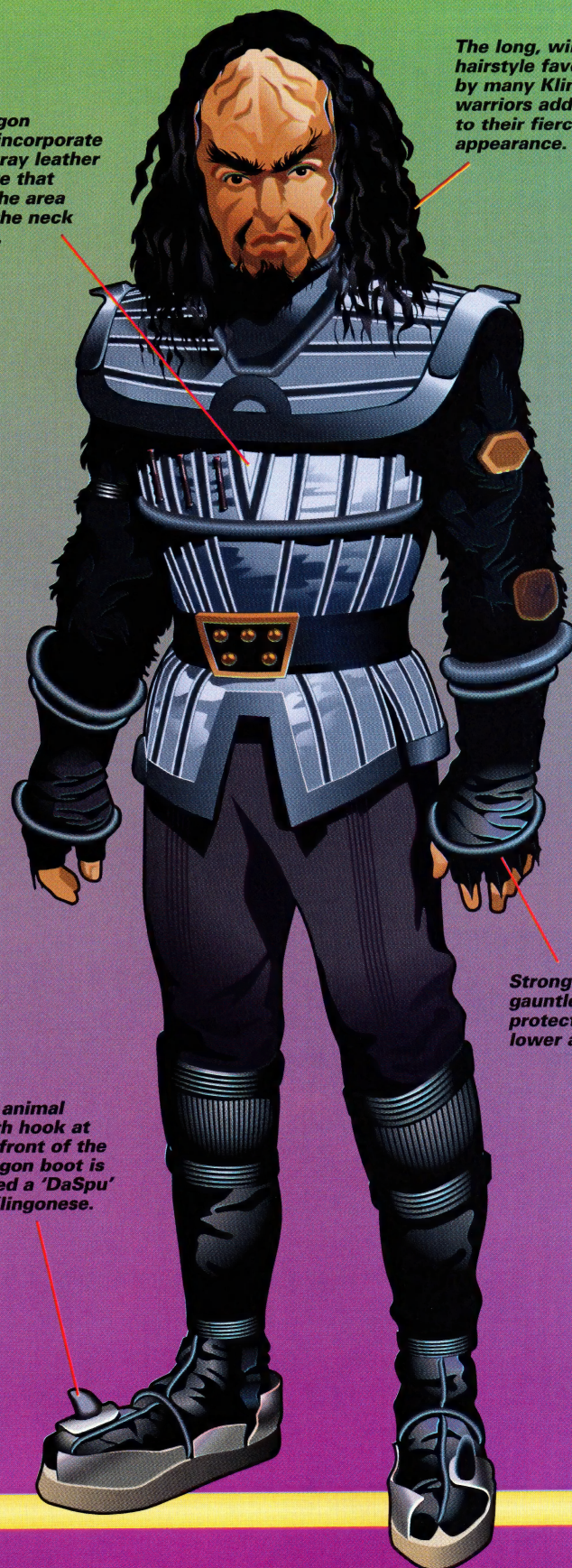
Soldiers of the Klingon Empire proudly display the long and fierce military lineage of their race. Their elaborate uniforms seem reminiscent of times long past, of great heroes and legendary battles. Despite their grand appearance, however, their uniforms are also practical. Klingon warriors are able to conceal many sophisticated weapons within their garments.



Klingon uniforms are often accessorized by wide belts and strong sashes across the breastplate; the latter can be used to display medals and the symbol of the house to which the warrior belongs.

Most Klingon uniforms incorporate a heavy, gray leather breastplate that protects the area between the neck and waist.

The long, wild hairstyle favored by many Klingon warriors adds to their fierce appearance.



Strong leather gauntlets protect the lower arms.

The animal tooth hook at the front of the Klingon boot is called a 'DaSpu' in Klingonese.



GALAXY FACTS

In 2364, the renegades Captain Korris and Lt. Konnel demonstrate the versatility of Klingon uniforms. Imprisoned on the *U.S.S. Enterprise NCC-1701-D*, they construct a phaser weapon by interlocking their belt buckles and the side panels from their boots. Their bracelets make the muzzle and stock of the phaser and a tube-like item, from the uniform of their deceased comrade, forms the barrel.

Female garments are often more majestic than those of males. In 2373, Jadzia Dax wins the affections of Worf while wearing an ankle-length dress with a long-sleeved, waist-length jacket fitted over the top.



Some Klingon uniforms consist of long, heavy robes that convey the authority of the person or the situation. These are mostly worn by diplomats or for ceremonial purposes. In 2371, Quark dons such robes prior to his challenge to the warrior D'Ghor.

Klingon females have proven to be as dangerous as the males. The Duras sisters, for example, wear their own unique style of military uniform, giving them a formidable appearance.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 6C



KLINGON DRESS: 24TH CENTURY

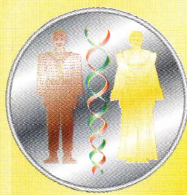


Like the men, Klingon women usually have less padding on their upper arms than the rest of their uniforms, allowing greater flexibility.

Some Klingon females choose to wear uniforms that show off their ample bosom.



The Duras sisters wear long leather skirts that reach almost to the floor. Other Klingon females choose to wear shorter tunics, as do their men.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 86



OTHER GROUPS
AND RACES

THE SCALOSIANS

The **Scalosians** were once a thriving civilization, but a series of natural disasters decimated their world. The few remaining survivors are sterile and live in a state of **hyperacceleration**.

Scalos is a **Class-M** planet with several large land masses, located in a mostly unexplored part of the Galaxy. The **Scalosians** are humanoid in appearance; in fact, their physiology is so similar to humans that the two species can reproduce together easily.

Scalos is a matriarchal monarchy with a single queen ruling the entire planet. The society is technologically and culturally advanced,

rating a seven on the industrial scale, but despite their sophisticated scientific knowledge, the race appears not to have developed any means of space travel.

Art and architecture

The Scalosians have a high regard for art, particularly in the areas of painting, sculpture, and literature. The main city of Scalos is filled with works of art, and sculptures are often integrated organically into such practical areas as



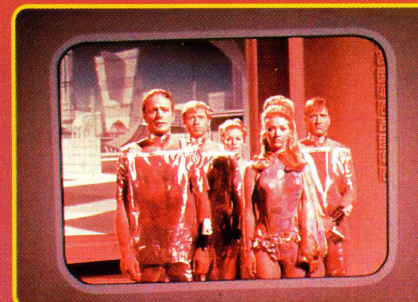
▲ In 2268, the **U.S.S. ENTERPRISE** is lured to Scalos by a false distress call. A landing party can find no sign of humanoid life on the planet.

building constructions and water fountains. The Scalosians are a highly literate race and have produced many texts that invite study.

The Scalosian regard for art has also led to an accomplished level of architecture: Scalosian cities are beautifully designed, featuring tall skyscrapers and multilevel

transportation systems, as well as open pavilions for the enjoyment of the city's inhabitants.

Scalosians attire themselves in equally beautiful apparel. Men wear a shirt and pants of a shimmering metallic-looking material, while the women wear a more translucent and partially revealing arrangement of



▲ The few remaining Scalosian survivors wear beautiful metallic clothing that clearly reflects their love of art and design.

layered material. Both sexes wear bands around the neck that feature interpersonal communication devices. The species has also developed weapons similar in function to hand **phasers**. These are worn at the wrist, in small holsters.

Water contamination

It is unknown at exactly what point disaster struck Scalos, but at some time before the mid-23rd century the planet was beset by a series of natural calamities, including bombardment by a passing comet. As a result, Scalos was rocked by a large number of volcanic eruptions that, in turn, poisoned the water supply with radioactive elements.

This contaminated water killed all of the Scalosian children and the majority

IN THE WINK OF AN EYE

The buzzing of insects

The **U.S.S. Enterprise** landing party can find no trace of animal or plant life on Scalos, yet their ears are continually assaulted by the sound of buzzing insects. Attempts to identify the creatures on tricorders prove futile, and this irritating background hum inexplicably accompanies the crew back onto their ship.

Mr. Spock comes to believe that the buzzing sounds the crew can hear are actually the hyperaccelerated voices of the Scalosians. Video evidence replayed at exceptionally slow speeds confirms this hypothesis.

Sophisticated video playback technology also allows Spock to view a message warning of the Scalosians' intentions and tactics, recorded by the hyperaccelerated Captain James T. Kirk.



Designation	Scalos		
Class	M	Quadrant	Alpha
Inhabitants	Humanoid		
Government	Ruled by a matriarchal monarchy.		
Environment	Standard gravity. The planet's surface is barren, with no sign of plant or animal life.		
Features	The main Scalosian city is beautifully decorated and designed, with artwork woven into the fabric of the buildings.		
Life Forms	There are less than 10 remaining Scalosians, all living in a hyperaccelerated state of existence.		
Starship log	STAR TREK: The Original Series 'Wink of an Eye'		

◀ Kirk tries to swat away the insects he can hear but not see. The annoying buzzing sound is, in fact, the hyperaccelerated speech of the Scalosians; it can be comprehended by humans only when played back at very slow speeds.

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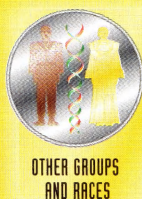
STAR TREK:
The Original SeriesFile 68

GALAXY FACTS

- ▶ Deela, the Queen of Scalos, rejects her mate Rael, a brilliant scientist, in favor of Captain Kirk.
- ▶ The Scalosian cyrogenic unit is equipped with a protective shield that does not allow any physical contact.
- ▶ Deela remarks that both Kirk and his quarters are austere, efficient, and "in their own way, quite handsome."

of the adult population. Of the survivors, all Scalosian males were rendered infertile, and a great number of females also found that they could no longer bear children. By the mid 2260s, the remaining population are located in one single, large country that at one stage boasted a population of nearly a million people.

Perhaps the strangest side effect of the contamination was that all of the remaining Scalosians underwent a physical transformation that greatly accelerated, or 'hyperaccelerated,' their biological processes. For the Scalosians themselves, time was greatly slowed down – a second to them translated



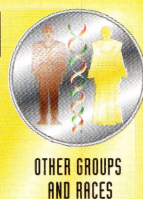
OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 86

THE SCALOSIANS



OTHER GROUPS AND RACES

- ▶ Kirk and Spock discover a Scalosian device attached to the U.S.S. ENTERPRISE's life support system. The unit can turn the ship into a cyrogenic deep freeze.

into an hour in the non-accelerated, 'normal' world. To other races, the Scalosians became beings that lived on the threshold of perception, invisible to the eye and audible only as a high-pitched whine, much like the noise made by an insect.

False signal

The remaining Scalosian scientists attempted to reverse the effects of the contamination, but the few who tried to return to a non-accelerated existence perished in the attempt.

With the majority of the population gone, the Scalosians began to exploit "several inferior races," as they describe it, on other parts of the planet in an attempt to prevent their species from becoming extinct. Once they had exhausted these unfortunate peoples, they began to look outside their world for the means to reproduce.

They have taken to broadcasting a distress



message, calling any ship within range to come to Scalos. When members of an alien ship's crew investigate the planetary surface, a few are secretly selected and hyper-accelerated to the Scalosian level of existence. This is accomplished by forcing or tricking the subject into ingesting a small amount of Scalosian water.

These newly-accelerated beings are at first resistant, but quickly become docile and accept their situation. They can then be used as reproductive mates for the Scalosian females. The hyperacceleration is, unfortunately, fatal for the non-Scalosian subject; the process quickly burns out anyone accelerated to the Scalosians' level.

Burnout can be even

more rapid if the victim is already injured or suffering from cellular damage. In these cases, the subject descends into extreme old age in a matter of minutes and quickly dies.

The few remaining Scalosians survived for several generations, but because of these problems their reduced numbers did not increase. The population eventually dwindled to less than 10 survivors.

Drastic measures

In 2268, the U.S.S. Enterprise NCC-1701 falls victim to the Scalosian distress signal. Several members of the crew, including Captain James T. Kirk and Dr. McCoy, beam down to the planet's surface, only to find no

- ▶ Compton is the first U.S.S. ENTERPRISE crew member to be hyperaccelerated by the Scalosians. When he cannot bring himself to fire at Captain Kirk, the Scalosians 'burn out' the young lieutenant.



evidence of survivors.

The Scalosians invisibly return to the Enterprise with the landing party. Deela, the Scalosian queen, hyperaccelerates Captain Kirk to her level of existence, and informs the captain that he is to be her mate. The rest of the Enterprise crew are to be put into suspended animation by means of a cryogenic device installed in the life support system; they can then be revived and accelerated when they are required for reproduction purposes.

The Scalosians are foiled, however, when Dr. McCoy and First Officer Spock develop an antidote to the effects of the Scalosian water. The wily officers manage to overthrow the intruders and retake the ship, and the Scalosians return peacefully to their planet.

Condemned to death

Captain Kirk informs the Federation about the Scalosians and their dire situation. The Federation then warns other ships of the Scalosian distress call lure, preventing anyone else from falling victim.

These tough measures effectively condemn the Scalosians to death, as they are left with no way of reproducing, but there are few other options. It is unknown if any further contact has been made with the people of Scalos, or if any survivors of this once-great civilization remain on the planet.

AN ACCELERATING EXPERIENCE

Don't drink the water

The Scalosians manage to turn the tragic contamination of their water supply into a tactical advantage, one that may help to guarantee their procreation and survival. They force unfortunate captives to drink contaminated liquids, thereby plunging their victims into a brief but no doubt pleasurable life as a Scalosian breeding mate.

Captain James T. Kirk is drawn into the Scalosians' hyperaccelerated world when he sips a contaminated cup of coffee. Mr. Spock comes to the captain's aid by voluntarily experiencing hyperaccelerated existence; he drinks the Scalosian water and starts to feel a sensation akin to mild intoxication. He sees the other crew members fade into oblivion, and Spock becomes totally invisible to his non-accelerated colleagues. After forcing the Scalosians back to their homeworld, Kirk drinks an antidote synthesised by Spock and McCoy and 'slows down' until he emerges from "out of the nowhere and into the here."



- ▶ Mr. Spock bravely takes a sip of the contaminated Scalosian water. He remarks that the drink is "somewhat stimulating."

- ▶ Deela saves Kirk's life when the captain is menaced by Rael, the queen's former mate.

- ▶ Mr. Spock rematerializes on the bridge of the U.S.S. ENTERPRISE only after he has completed hyperaccelerated ship repairs.



Iyaaran Shuttle

Starfleet is first introduced to the *Iyaaran shuttle* when one such ship is used to transport Captain Jean-Luc Picard from the *U.S.S. Enterprise NCC-1701-D* to the Iyaaran homeworld.

The **Iyaarans** are a humanoid race who, like the **Vulcans**, favor logic over emotion. Their design aesthetic rejects the flamboyant in favor of a spartan functionality, as exemplified by the personnel-carrying shuttlecraft that arrives at the *U.S.S. Enterprise NCC-1701-D* in 2370. In size and function, the *Iyaaran shuttle* most closely approximates the specifications of the **Starfleet Type-6 shuttle**, though the look of the Iyaaran craft is very different from that of its **Federation** counterpart. Physically, it resembles a flattened arrowhead.

These vessels are primarily intended for interstellar travel over short or intermediate distances, but they are capable of longer flights. They primarily rely upon their **impulse engines**, having only low **warp drive** capabilities; warp 2 would appear to be their maximum speed, and then only for short periods of time. The *Iyaaran shuttle* does not possess substantial weapons power, apart from short-range **phasers**, and its shields offer only minimal protection in a sustained battle.

Simple controls

Inside the shuttle, comfort takes second place to operational efficiency. The main cabin contains a simple control panel for the pilot and an additional chair for a passenger. The craft relies upon a single control system operated from the pilot's station.

The main cabin on the shuttle has a pentagon-shaped window in the front, with the bottom triangular section bent forward so that the pilot can see what lies ahead. The rest of the window forms a kind of skylight in the roof.

There are also two triangular windows, one on either side of the main cabin. An equipment bay located in front of the passenger chair in the cockpit allows access to the communications panel and maintenance devices.

The rear of the shuttle comprises a passenger compartment similar in design and function to a small shipboard office. Four people can occupy the area with some degree of comfort, and there are stowed-away beds that can be opened out during longer journeys. The shuttle contains only a single food **replicator** with a simple menu.

Emergency systems

There is no **transporter** system fitted aboard the shuttle, nor are there any emergency escape pods. There are, however, powered spacesuits stored in the cargo compartments, should it become necessary to abandon the shuttle in flight. There is also an emergency transmitter module capable of broadcasting a rescue beacon over a distance of several parsecs, as well as **microfusion flares**.

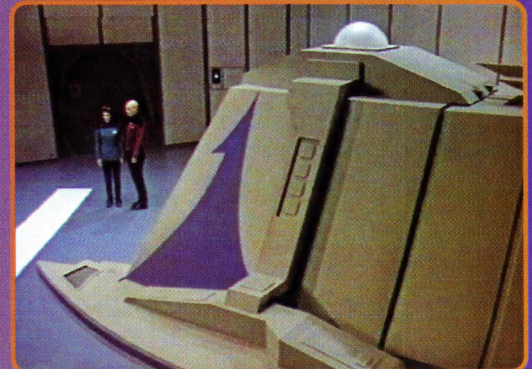
The shuttle's power is supplied by a single main system supplemented by an emergency backup. Both of these systems are maintained by the ship's computer, but they can be overridden by the pilot if necessary. There are also portable power modules that can be removed from the craft.

The *Iyaaran shuttlecraft* may be without frills, but it is sturdily constructed: it can withstand plasma storms and planetary atmospheric pressures without damage to the hull. This enables it to carry out its primary purpose effectively, ferrying small groups across medium-range interstellar distances.

SEE OTHER FILES...

OTHER GROUPS

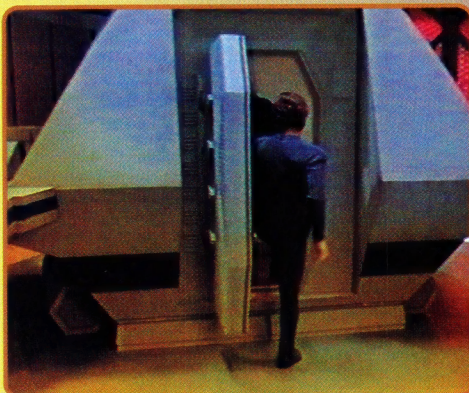
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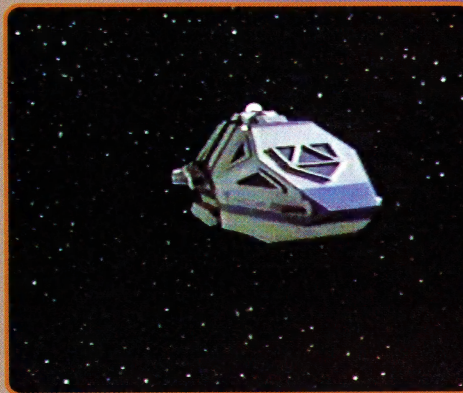
▲ The **IYAARAN SHUTTLE** docks into the shuttlebay of the *U.S.S. ENTERPRISE NCC-1701-D*. It is only a small ship and fits neatly into this vast bay.



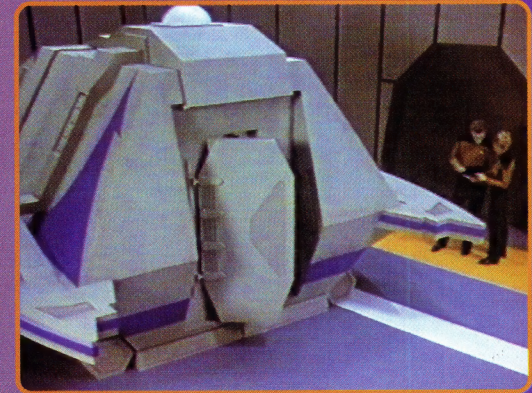
▲ The shuttle brings three Iyaaran researchers aboard the *ENTERPRISE*. One of the group, **Voval**, has piloted the ship from the Iyaaran homeworld.



▲ The rear of the shuttle contains a small room for the passengers. This area can be converted into sleeping quarters for longer missions.



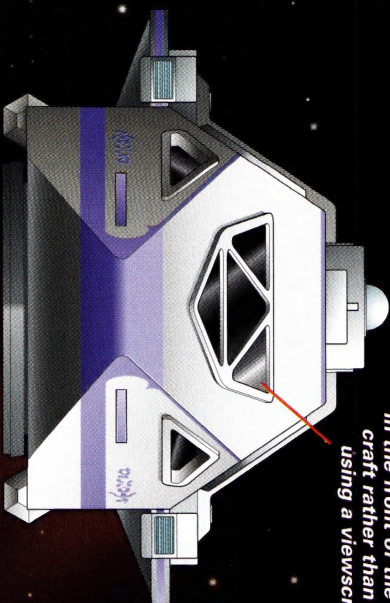
▲ The shuttle is capable of making relatively long interstellar journeys, considering its small size, but cannot sustain flight speeds above warp 2.



▲ The crew enter and exit the shuttle through a single door in the rear of the vessel. Unlike Starfleet shuttles, it does not have an internal transporter.

Iyaaran Shuttle

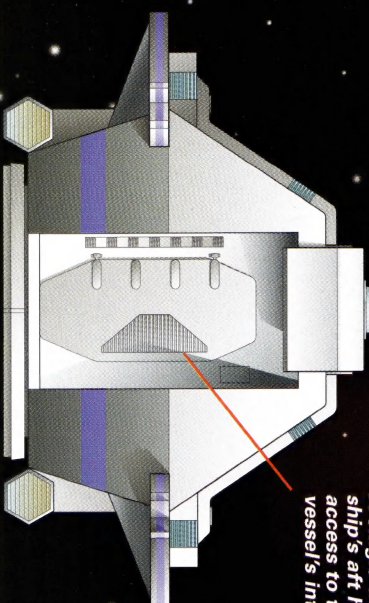
FORE VIEW



The pilot of the IYAARAN SHUTTLE looks out of a window in the front of the craft rather than using a Viewscreen.

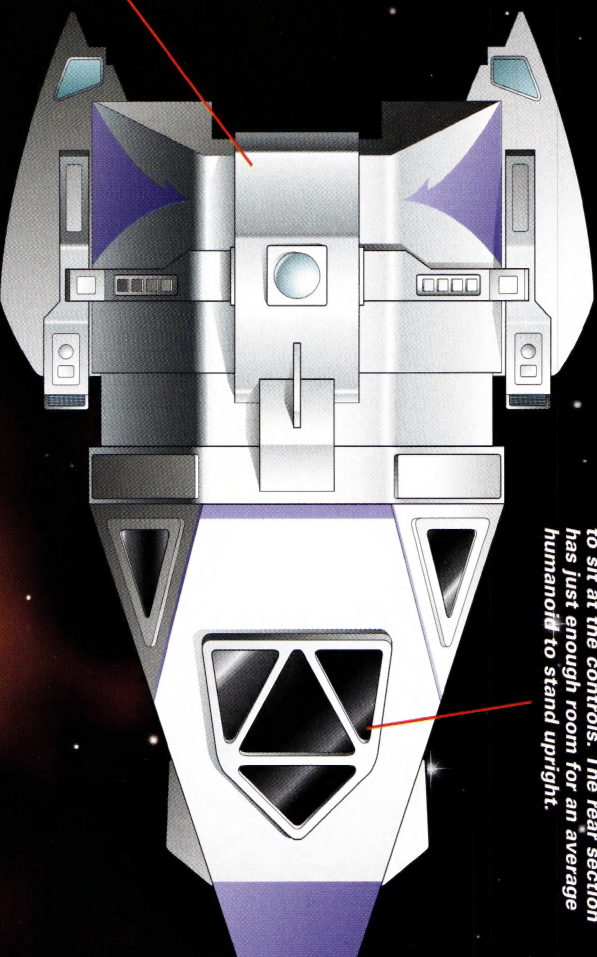
Passengers travel in the rear section of the ship.

AFT VIEW



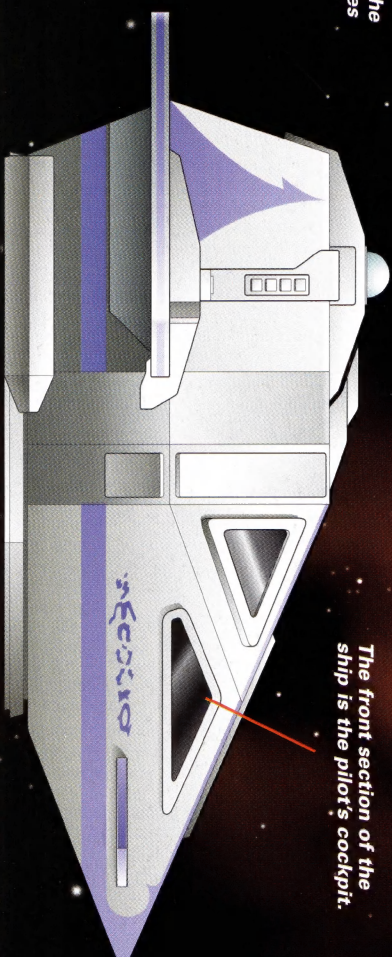
A single door in the ship's aft hull gives access to the vessel's interior.

DORSAL VIEW



The sloping forward section of the ship only provides enough space for the pilot to sit at the controls. The rear section has just enough room for an average humanoid to stand upright.

STARBOARD VIEW



The front section of the ship is the pilot's cockpit.

IYAARAN SHUTTLE

First recorded: 2370

Type: Personnel shuttle

Piloted by: Voval

Speed: Warp 2

Weapons: Minimal



▲ The IYAARAN SHUTTLE is a sturdy ship. It survives a crash - deliberately engineered by the Iyaarans - with only minimal damage.

Lt. John Farrell

Lt. John Farrell serves on board the *U.S.S. Enterprise NCC-1701* as a helm officer and sometime communications officer. During his service under **Captain Kirk**, he displays good decision-making skills and a commendable loyalty to his fellow officers.

Starfleet has produced many heroes, such as **James T. Kirk**, **Spock**, and **Jean-Luc Picard**. Just as important to the organization, however, are the thousands of less famous men and women who make up a talented and dedicated personnel force. These unsung heroes keep the fleet in operation, provide the expertise needed for research missions, and display the bravery, loyalty, and dedication to their captains and crewmates that makes Starfleet what it is. One such dedicated officer is **Lt. John Farrell**.

Lt. Farrell is a wispy, doe-eyed young man known as 'Johnny' to his friends, including his colleague **Hikaru Sulu**.

In the 2260's, Farrell is posted aboard Starfleet's most famous ship, the *U.S.S. Enterprise NCC-1701*, under the command of Captain James T. Kirk. For much of his career, he serves as a helm officer.

Adaptable

Like many of Starfleet's best officers, Farrell is expected to make the maximum use of the cross-training he received at **Starfleet Academy**. To this end, he sometimes serves as the ship's

PROFILE ON FARRELL

NAME: John Farrell

LIFE FORM: Human male

RANK: Lieutenant

POSTING: *U.S.S. Enterprise NCC-1701*

ROLE: Farrell primarily serves at the helm position on the bridge. He is also capable of manning the bridge communications station, and can monitor the computer banks.

FIRST SEEN: 'The Enemy Within' [TOS]

LAST SEEN: 'Miri' [TOS]



▲ Lt. Farrell serves on the bridge of the *U.S.S. ENTERPRISE* and becomes actively involved in a number of missions. He is a loyal and dependable officer, but he is not afraid to challenge or even disobey the captain's orders when he feels the situation warrants such a decision.

FACING THE UNKNOWN

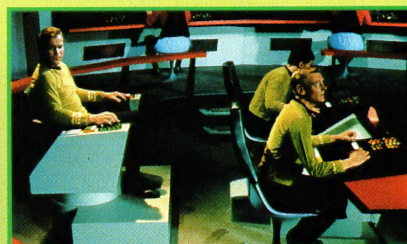


★ Communications

Farrell shows an ability to work equally well at other stations on the bridge, such as communications. He sometimes mans this station when Lt. Uhura is not on duty.

★ Briefings

Farrell appears to swiftly earn the trust of his captain. He often attends important meetings and duty briefings with other senior crew members.



★ At helm

During his service on board the *U.S.S. ENTERPRISE*, Lt. Farrell can usually be found on the bridge, serving at the helm station beside Lt. Sulu.

communications officer, a position most often associated with **Lt. Uhura**, and is also on occasion relied upon to man the computer banks, offering computer research support to landing parties.

Efficiency

Farrell's extensive skills and training make him a good problem-solver, a quality that helps earn him a place among the senior staff. An excellent bridge officer is one who rarely brings a problem to the captain's attention without also proposing a suitable course of action: Farrell is just such an officer.

On **Stardate 1329**, the *Enterprise*, with Farrell and Sulu at the helm, is in pursuit of an unidentified, unregistered vessel that fails to respond to hails. The uncooperative vessel – later discovered to be



OTHER CARDS IN THIS FILE...

- 7 SULU
- 11 YEOMAN RAND
- 18 GARY MITCHELL
- 19 BEN FINNEY

SEE OTHER FILES...

STAR TREK: The Original SeriesFile 68

Lt. John Farrell



"You can feel their eyes look at you, like something grabbing hold of you."

— Farrell on Mudd's women

★ Dedication

Farrell is a steadfast and loyal officer. He performs his duties on the bridge efficiently, and his own suggestions are often given merit.

★ **Mesmerized**
Farrell has been known to flounder when faced with the unknown. On Stardate 1329, he forgets all his Starfleet training after encountering Mudd's women.

captained by the wanted felon and conman **Harcourt Fenton Mudd** — overtakes its engines in a futile attempt to outrun the starship.

Farrell keeps track of the mystery vessel's status, and quickly determines that its engines will not last. When they fail and the ship begins to drift inside an asteroid belt, Farrell alerts Captain Kirk to the problem at hand and immediately suggests extending the *Enterprise's* deflector shields to protect the disabled ship.

Kirk orders the execution of Farrell's plan, and the *Enterprise* is able to protect the ship long enough to beam aboard the people inside it. Farrell's quick thinking results in the recovery of a criminal and the rescue of the doomed vessel's passengers.

Loyal to his friends

Loyalty is another important quality Farrell possesses. He is loyal to his captain, but even more so to his crewmates. On **Stardate 1672**, a transporter malfunction aboard the *Enterprise* splits Captain Kirk into two people; each possesses half of the captain's personality, but one is essentially good and the other essentially evil.

The transporter malfunction also strands several *Enterprise* crew members on a planetary surface with nighttime temperatures of 120 degrees below zero.

The crew on the *Enterprise* bridge are

unaware that Kirk's evil doppelganger is attempting to seize command of the ship, and are startled to hear Kirk uncharacteristically order the ship to leave the area, thus condemning the stranded landing party to certain death. Without hesitation, Farrell objects to the captain's seemingly erratic decision. Following his captain's orders is one thing, but abandoning his crewmates, no matter how untenable their situation appears, is very out of character for the lieutenant.

Farrell does not always keep his head in tense situations, however. When faced with two Captain Kirks on the bridge, both of whom claim to be the real one, the confused Farrell cries out to the *Enterprise's* first officer, with more than a hint of panic in his voice, "Mr. Spock! Which one? What do we do?"

Feet of clay

Certainly, for all his good qualities, Farrell is not without his faults. Starfleet trains its officers, especially those who are assigned to long exploratory missions, to expect to be faced with unexpected situations. Some officers naturally have the strength of character and control over their own minds to resist alien influence, but others find it harder to maintain a calm objectivity when faced with the unknown. Farrell has been known, at times, to succumb to outside influences.

When the aforementioned Harry Mudd is rescued by the *Enterprise*, he brings with him three beautiful humanoid women. These women, enhanced by the illegal **Venus drug**, have a powerful hypnotic affect on many of the male crew members, including Farrell. To the amusement of Lt. Sulu, Farrell is left in a near-helpless dreamlike state after his encounter with Mudd's women; Sulu must half-carry him back to his workstation.

Despite this momentary embarrassment, Farrell continues to serve on the *Enterprise* until 2266, when the starship contacts **Miri's** planet. At some point after this time, he leaves Captain Kirk's command and the famous vessel. He leaves behind a legacy of good work and dependability on the Starfleet flagship, and doubtless continues to exhibit these qualities in his future postings.

TWISTED ALLEGIANCE

Alter ego

In 2267, four *Enterprise* crew members encounter a very different Lt. Farrell when they are transported to the brutal mirror universe. The Farrell of this world shares only a name with his primary universe counterpart; his physical appearance and personality are very different. In this world, Farrell has signed himself on as one of the captain's private henchmen. He shows eagerness to place his enemies in "the booth" — a torture device that is used to instill crew discipline. Kirk is shocked to come face to face with such a ruthless version of his own loyal helmsman.

▶ Torture

Farrell acts as one of the captain's private henchmen in the mirror universe. He betrays Chekov's attempted assassination of Kirk and condemns him to the agony booth.



◀ Different look

Unlike many of the mirror universe's twisted versions of the *ENTERPRISE* crew, the mirror Farrell does not bear a physical resemblance to his primary counterpart. He is an older man, balding and more heavily built.



FILE 47 BAJORAN PERSONNEL

Akorem Laan

SEE OTHER FILES...

THE BAJORANS.....File 10

STARFLEET PERSONNEL.....File 43

STAR TREK:

DEEP SPACE NINE.....File 70

The renowned poet Akorem Laan emerges from the Bajoran wormhole 200 years after his ship disappeared en route to his homeworld. He claims to be the prophesied Emissary, but his outdated ideas threaten to destroy Bajor.

Akorem Laan is one of Bajor's most renowned and popular poets. In 2172, this remarkable man was making his way back to his homeworld in a **Bajoran solar-sail vessel** when his ship encountered an ion storm so severe that it nearly tore the fragile craft apart. As it ship was shaken to near destruction, a girder came free of a bulkhead and impaled Akorem through the left

shoulder, pinning him in place.

Snatched from death

It seemed certain Akorem was going to die alone in space, but he then saw a strange opening in the sky. At first terrified, this deeply spiritual Bajoran realized that the **Prophets** were opening the gates of the **Celestial Temple** and drawing him to them.

History records that Akorem Laan was lost on that day, but 201 years later

PROFILE ON AKOREM LAAN

NAME: Akorem Laan

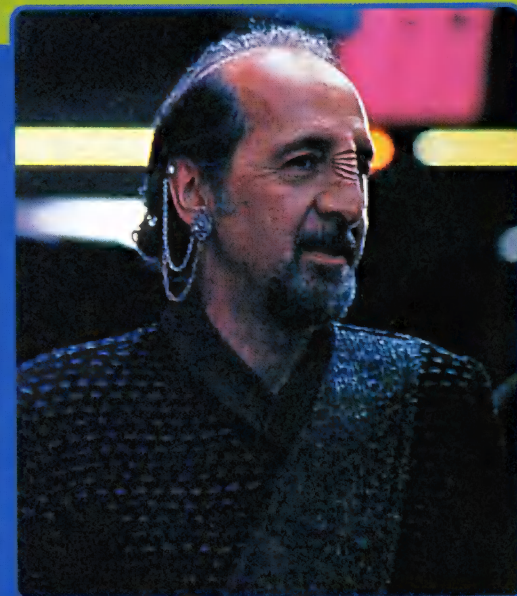
LIFE FORM: Bajoran male

OCCUPATION: Poet

FAMILY: Akorem mentions his wife, brother and grandfather. His brother died a year before his disappearance.

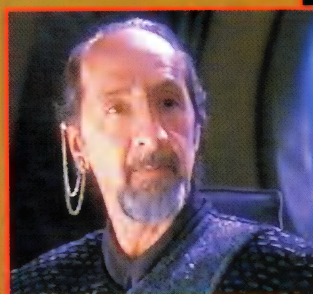
REMARKS: Akorem's trip to the future changes history. Some of his works were uncompleted, but once the Prophets return him to his own time records show completed versions of previously unfinished poems.

FIRST SEEN: 'Accession' [DS9]



Akorem Laan's insistence that Bajor return to its traditional ways is anathema to Kira Nerys, who has always been independently-minded.

GROWING CONCERNS



★ Out of time

Akorem had no children. His brother also died childless, so he has no descendants to contact.

★ Step aside

At first, Sisko is relieved that he no longer has to be a religious icon.

★ First choice

Akorem is unaware that Captain Sisko is believed to be the Emissary.



his ship reappears unexpectedly out of the **Bajoran wormhole**. The disheveled but otherwise healthy Akorem is beamed directly to sickbay on **Deep Space Nine** for a routine check-up. In his mid-40's, with a balding head and graying beard, this tall, lean, distinguished-looking man has not changed in two centuries.

Instant journey

For Akorem, however, only minutes have passed since he was drawn into the wormhole. He is shocked to learn he has been away for so long, and deeply saddened that his wife, parents, and brother are now long dead.

Responding to the questions posed by **Captain Benjamin Sisko**, Akorem describes in exact detail the experiences Sisko

himself underwent within the wormhole, right down to the Prophets taking the form of people familiar to him in order to communicate. Akorem was deeply shaken by his time with his gods, but he nevertheless sensed their understanding of him. He had never felt such bliss.

The Prophets healed the poet's wounds with a light that washed over him. He feels as if he has been reborn and believes there must be a great and important purpose behind his return.

He is surprised and flattered that his works, including '**Kitara's Song**', are still well-known and acclaimed; '**Gaudaal's Lament**' is even memorized by all Bajoran schoolchildren. He increasingly comes to believe that his transfer to

Akorem Laan

"Ever since the Prophets returned me ... I've asked myself the same questions ... And now I know the answers ... We must return to our D'jarra."

— Akorem Laan

this time is not simply to allow him to finish his greatest work, **'The Call of the Prophets'**, which stood at only 12 stanzas at the time of his disappearance, but is by the design of the Prophets themselves.

Major Kira Nerys is impressed enough that she is talking to one of Bajor's greatest poets, but Akorem himself becomes certain he has been delivered to the Bajorans as their one and true **Emissary**, unaware that Benjamin Sisko is already widely regarded as having fulfilled the prophecy.

Second coming

Sisko is initially happy to relinquish his claim to the title, as he has never been entirely comfortable in the role. In addition, the evidence supporting Akorem's belief is very strong: he was the first to discover the Celestial Temple, and was given his life back by the Prophets. Most importantly, he wants to be Emissary. Such leading Bajorans as **Vedek Porta** and **Kai Winn** embrace Akorem's claims, and the Bajoran people are

initially delighted that he is back with them; many are happy to accept him as the Emissary. Akorem fits the role much more naturally than Benjamin Sisko ever did and, for a short time, the elegantly-dressed, relaxed, and benign poet is the perfect vision of a religious leader.

Changing times

Bajor has seen a lot of history since Akorem's day, however, and his lack of understanding of just how much things have changed — especially since the devastating **Cardassian occupation** — becomes very clear in his first speech. In the 22nd century, Bajoran life was totally ruled by the **D'jarra**, a strict caste system in which a person's occupation and social standing was entirely dependant on their family, as denoted by the ceremonial Bajoran earring. The system was abandoned when increasing numbers of Bajorans gave up their traditional roles in order to take up arms against their invaders during



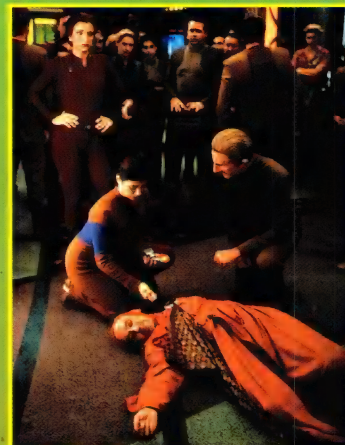
★ **Strong support**
Vedek Porta is more than happy to embrace Akorem as the new Emissary in place of the rather reluctant Captain Sisko.

the brutal years of occupation.

Akorem Laan believes that all the ills of Bajor can be cured simply by reinstating these strictly-enforced social divisions; he cannot accept that "artists have become soldiers, priests have become merchants, and farmers become politicians."

In Akorem's eyes, the people of Bajor no longer follow the path laid out for them by the Prophets. They must heal the wounds of the Cardassian occupation by returning to what they were; in fact, he is certain that the Prophets kept him away for so long exactly for this purpose. Restoring the D'jarra will produce the order needed to make Bajor great again.

Akorem understands how difficult it will be, and that many citizens may see it as an infringement of their personal rights, but such is his belief that he



★ **Unclean**
Akorem Laan is saddened when Vedek Porta kills a fellow monk for being 'unclean,' but he agrees with the sentiment that an Imutta would never have been allowed to become a vedek under the D'jarra system.

is the true Emissary that he dismisses the fears expressed by Captain Sisko — even though such an undemocratic social structure will make entry into the **Federation** impossible. With the backing of Kai Winn and his own conviction, Akorem Laan feels confident that the people will not only choose to follow him, but do exactly as he wishes.

Increasing problems

Not everyone is as happy with Akorem's proposals as he envisages, however, and tensions on Bajor and *Deep Space Nine* soon increase. A taste of what may come is shockingly illustrated when Vedek Porta kills a fellow monk; Porta considers his D'jarra 'unclean,' but the monk refuses to leave the brotherhood. Laan regrets such actions, but they do nothing to change his beliefs.

Sisko becomes increasingly concerned about the damage Akorem's attitude is causing, and fears that taking such drastic steps backward will be devastating for the Bajorans. He eventually challenges a surprised Akorem for the position of Emissary and they agree to journey into the wormhole together and ask the Prophets.

Inside the wormhole, Akorem challenges the Prophets directly, but they make it clear that Sisko is their chosen Emissary. The poet is crushed and wishes to die; instead, he is returned to his own time, where his wife and the ordered society he so loves are waiting for him. The Prophets leave him with no memories of the future.

THE WILL OF THE PROPHETS

Filling a role

On paper, Akorem Laan seems to fulfill the Emissary prophecies much better than Benjamin Sisko: he discovered the 'Celestial Temple' 200 years before the Starfleet officer. The ancient texts also state that the Prophets will restore the Emissary to life and bring him to the Bajoran people — both of which apply more to Laan than Sisko.

Akorem paints a grand picture in which everything that has happened has a reason. He believes that the Prophets kept him away for so long to spare

him the occupation and thus keep his belief in the D'jarra strong; he wants to restore the ancient caste system for the good of Bajoran society. Sisko sees this as more likely to cause riots than to bring order, and soon regrets his decision to step aside as the Emissary. Akorem suggests they ask the people to choose, but Sisko has a better idea: ask the Prophets.

Communion with the Prophets reveals they had no special plans for Laan, and Sisko convinces them to send the poet home.

▼ Wait and see

Captain Sisko pilots a RUNABOUT into the wormhole, then waits for the Prophets to contact him.



▼ Familiar faces

The Prophets take on the forms of people known to Sisko and Akorem, including Vedek Porta and Kira.



◀ Mix up

The Prophets are vague about why they sent Akorem to the future at all; their actions appear to be mostly down to a lack of understanding of linear time.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Wixiban

Wixiban is a Talaxian trader whose poor judgment has led him to fall on hard times. His desperation means he is willing to use his unsuspecting friend Neelix to get back on his feet.

The Talaxian male **Wixiban**, or 'Wix,' as most of his friends know him, has the pale facial skin and large orange and brown freckles often associated with his race. He is rather thin and dresses poorly, an indication of the hard times that have befallen him.

Wixiban lives by his wits, trading in anything he can get his hands on. He often makes dubious deals without his conscience being troubled in the slightest, but can display great loyalty and friendship. He comes across as genial and good natured, while being prone to lying and deceitfulness.

Wixiban's behavior is best illustrated in his relationship with a fellow

Talaxian, **Neelix**. The pair first met in 2358 on a cargo freighter. At the time, both were at a low ebb; two years previously, more than 300,000 Talaxians had been killed, including most of Neelix's family, after a war with the **Haakonian Order** ended when the **metreon cascade** weapon devastated **Rinax**, a moon of the planet **Talax**.

Bad influence

Wixiban was more worldly than the good-natured and slightly naive Neelix, and persuaded him that they should start a career in the salvage business. Wixiban also seemed to possess a steady supply of the illegal narcotic **Rhuludan crystals**, a pleasure-giving substance that Neelix had

PROFILE ON WIXIBAN

NAME: Wixiban

LIFE FORM: Talaxian male

OCCUPATION: Trader in various commodities, including contraband items. Wixiban has few morals and is even willing to trade in dangerous substances such as narcotics, as long as it pays well enough.

BACKGROUND: Wixiban spends a year in an Ubean prison for fraud. He later becomes marooned for three years on a space station in the Nekrit Expanse after his vessel is impounded for non-payment of fines.

FIRST SEEN: 'Fair Trade' (VOY)



Wixiban is an opportunist who scratches a meager living from trading in anything and everything. He is not averse to cheating and swindling the people with whom he deals, though he is more of an unprincipled scoundrel than a hardened criminal.

BROTHERS IN ARMS



★ Trading partners in exile

Like many Talaxians, Wixiban and Neelix moved away when their world became subject to Haakonian rule. They made a future together in the salvage business.



★ Friend in need

Wixiban is always on the lookout for a good opportunity, and he sees Neelix as a chance to get back on his feet, after being stuck on the Nekrit Expanse station.

★ In debt

Neelix is pleased to see Wixiban again after so many years, and keen to help his friend: he owes Wix a debt for taking the fall for a failed trade deal.

turned to smoking to help him cope with his bereavement.

The two friends were in business for just under a year, dealing in everything from ship parts to armaments. Wixiban's lack of scruples and propensity for dishonesty came to the fore and rubbed off on the impressionable Neelix; the partners left behind them a trail of disgruntled customers.

This kind of unprincipled behavior was again demonstrated when the pair acquired a spaceship. They traveled to a ship graveyard, where Neelix distracted the caretaker with a bottle of **sokrit** and a game of cards while Wixiban purloined a battered but serviceable scout vessel.

OTHER CARDS IN THIS FILE...

28 JETREL

SEE OTHER FILES...

STAR SYSTEMS.....File 4
U.S.S. VOYAGER.....File 29
STARFLEET PERSONNEL.....File 43
STAR TREK: VOYAGER.....File 71



Wixiban



Wixiban showed that he had another side to his character, however, when he helped Neelix to overcome his addiction to Rhuludan crystals. For several days, Neelix went through the agonies of withdrawal while Wixiban cared for him round the clock. Once Neelix was over the worst of it, he thanked Wixiban for his kindness, and their friendship became even stronger.

Their partnership came to an

★ Den of iniquity

Unsavory characters and violent crime abound on the space station where Wixiban has had to spend three years of his life.

★ Taking the blame

To Wixiban's credit, he admits to Bahrat, the station manager, that he fired the shot that killed Sutok. This clears Neelix.

abrupt end, however, when the pair tried to swindle some **Ubeans**. Wixiban was caught and spent a year in prison. There he was forced to eat worms to survive, and slept in a cell where vermin chewed on him all night. Neelix, meanwhile, managed to get away.

The pair do not see each other again until 2373, when they meet by chance on a space station on the border of the **Nekrit Expanse**. Despite Wix's cheerful bravado, he



★ Confession

Neelix persuades Wixiban that their deception has gone far enough and that they must tell Bahrat what really happened.

has not had as much fortune as Neelix in the intervening years – he has been stuck on the dilapidated station for more than three years, since his ship was impounded by the station manager, **Bahrat**, for non-payment of fines.

Wixiban is quick to take advantage of the arrival of his old friend. He discovers that Neelix is worried that the **Federation** ship for which he is acting as guide will soon have no further use for him, as it is moving beyond the area of

"You know me, can't keep Wix down long. I'm working on a trade deal now that should put me right back in the thick of things again."

— Wixiban

space with which he is familiar. Wixiban does not hesitate in promising to obtain a map of the **Nekrit Expanse** in return for Neelix's help in a deal.

Wixiban lies to Neelix, hiding the fact that he is conducting a drug deal on behalf of the **Kolaati**. Even so, Neelix starts to have doubts about the legality of the trade, but Wixiban is not slow to remind him that he owes his former partner a great debt for taking the fall in the affair with the **Ubeans**.

Redemption

The deal goes badly wrong and Wixiban is forced to shoot **Sutok**, a drug smuggler, in self-defense. Neelix feels his old friend has gone too far, but also realizes that Wixiban's life is now forfeit, as he failed to obtain the money to give to the **Kolaati**. Wixiban compounds his situation with more lies and desperate deals, but Neelix decides that they must come clean if they are to extricate themselves from this mess.

They confess what has happened to Bahrat, and Wixiban, to his credit, owns up to the shooting. The two **Talaxians** strike a deal: they will capture the **Kolaati** in exchange for not serving a prison sentence for Sutok's murder. Wixiban's ship will also be returned to him. The two old partners manage to pull off this dangerous gamble.

Before Wixiban takes his ship and leaves for a **Talaxian** colony, he asks that a message be given to his friend, just reading: "Thanks."

ILLICIT TRADE

Live bait

Wixiban tries to convince Neelix to steal some warp plasma from the **U.S.S. Voyager NCC-74656** to pay off the **Kolaati** after they fail to acquire the drug dealers' money. Neelix cannot bring himself to do this, and tries to convince Wixiban that

▼ Loyal

Wixiban tries to persuade his former partner to obtain some warp plasma from VOYAGER to pay off the Kolaati, but Neelix finds he cannot steal from his friends.



they should come clean. Wixiban, though reluctant, displays his more honorable side and agrees – he will not let Neelix face the music alone. Unified by friendship, they go to meet their fate by confessing all to Bahrat. They promise to help him catch

▼ Trap

Tosin, one of the most powerful Kolaati, inspects the plexiglass canister containing the warp plasma, not realizing that he is being set up by Wixiban and Neelix.



the **Kolaati** as long as all charges against them are dropped. Bahrat agrees and the **Kolaati** are successfully caught. Wixiban then hurriedly leaves the station before Bahrat can change his mind. He heads off for a new life on a **Talaxian** colony.

▼ New beginning

Wixiban has been guilty of manslaughter, dealing in narcotics, and general deceitfulness. Thanks to Neelix, however, he has a chance to make a fresh start.



Cardassian Isolinear Rods

The isolinear rod, the Cardassian equivalent of Starfleet's isolinear optical chip, is the key component used to store and process information in computing devices. These rods are found in everything from PADD-sized instruments to the large computer cores that are responsible for running the automated systems on *Deep Space Nine* and other facilities.

Like Federation data chips, the **isolinear rod** is a Cardassian device used in computers to store and process information. Technicians rebuilding the gutted *Deep Space Nine* space station, following the Cardassian withdrawal of 2369, find themselves having to integrate Starfleet systems into the station's existing alien infrastructure. This forces the **Starfleet** engineers to become familiar with Cardassian computers and gain an intimate knowledge of isolinear rods.

The physical differences between

the **isolinear optical chip** often used in Federation computer systems and the Cardassian rods might initially lead one to believe that the two systems have nothing in common, but they are actually remarkably similar.

Managing the data

Isolinear rods handle system software, permanent archived data, transitory computer buffer data and ongoing system communications. Like chips, they have inbuilt nanoproductors. These organize and manage the device's data before passing it on, via the **Optical Data**

Network (ODN), to the memory core and/or computer consoles.

The Cardassian rods are orange, cylindrical, and semi-transparent, while Starfleet chips are rectangular, and approximately the size of a domino. All data rods are coated, or ruggedized, for casual user handling. This means that the rods can be inserted into consoles by hand, carried in an engineer's pocket, or even stored in a drawer. By contrast, isolinear chips tend to be more delicate and should only be handled by the tip unless the technician is wearing gloves.

Another physical difference



Many systems need numerous isolinear data rods to handle their complex functions. Rods are often housed in circular drawers that fold out for ease of access.



In other systems, the rods are more exposed, and often extrude from the hardware. Their tough outer coating allows them to be touched without gloves.

between isolinear rods and isolinear chips is that the rods come in four different sizes or classes. These sizes are listed by diameter and distance from end to end:

Class 1 rods measure 4.3mm by 32.1mm. The smallest isolinear rods, they are used in devices smaller than a standard Starfleet PADD.

Class 2 rods measure 10.8mm by 62.6mm. This class of rod is used in devices roughly equivalent to a Starfleet PADD. Cardassian PADDs require two Class 2 rods.

Class 3 rods measure 12.7mm by 95.2mm. These are required in Cardassian consoles, free-standing podium-style computers, and *Deep Space Nine*'s tunnel systems.

Class 4 rods measure 74.3 mm by 319.6mm. These rods have the greatest capacity, and are used in computer cores such as those on *Deep Space Nine*. More than 100000 Class 4 rods are installed in each of the three memory cores.

For ease of identification, color-coded labels classify isolinear data rods into different categories. Rods with white labels contain data relating to the engineering systems controls; red labels indicate that the rods are used for library and information storage; a third classification uses blue labels, and so forth.

Cardassian isolinear rods competently handle the systems

DATA STORAGE RODS

Many Cardassian isolinear rods have color-coded labels, marked around the top, that indicate the systems to which they belong. For example, a rod with a white label contains data relating to engineering systems.

Computer component

Cardassian isolinear rods are small, cylindrical, translucent orange devices. They come in various sizes, the larger ones being capable of greater storage and processing capacity. Data is recorded onto or read from the 1.2mm photon amplification coating on the end of the rod.



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Cardassian Isolinear Rods

of *Deep Space Nine*, but from a technological point of view, the Cardassian devices do not measure up to their Federation counterparts in two critical areas: speed and capacity. Both deficiencies are attributed to Cardassian rod design and manufacturing preferences rather than any incompatibility between the rods and the Starfleet software they manage.

Disadvantages

The protection afforded the rods by the **tripolymer** sealant coating comes at a price: it slows the transfer rate of information. The speed of transfer is negligible over just one rod, but the speed reduction when rippled through the hundreds of thousands of rods on a space station the size of *Deep Space Nine* is far more noticeable.

Speed is not the only problem caused by ruggedizing isolinear rods; a side issue is that this can pose a difficult security challenge. For example, **Quark**, the **Ferengi** barkeep on *Deep Space Nine*, secretly owns a number of high-security isolinear rods that grant

him access to secure systems and facilities that could endanger the whole station. If the rods were more sensitive, Quark would not be able to store them in the manner he does.

A second speed-inhibiting factor is that only the isolinear rod's tip interfaces with or touches the instrument. Starfleet's isolinear chip, by comparison, is constructed so that as much of its surface as possible is directly accessible to the ODN processors, and its wider input-output pathway supports faster data traffic.

A further shortcoming of the Cardassian rod is its storage capacity, measured in kiloquads per cubic centimeter. Despite the

nearly identical chemical composition of chips and rods, a high-density isolinear chip has a rating of 6.51, but the Cardassian rod can hold just 5.37 kiloquads. Differing fabrication techniques account for this sizeable disparity.



When in use, Cardassian rods give out light in the orange range of the electromagnetic spectrum – an indication of their slower speeds of data transfer compared to Starfleet chips.

Rods are less sensitive to damage than Starfleet chips and can be more easily transported. They are not heavy, and are often carried in sturdy boxes.



Isolinear rod manufacturing is, of course, complex and exacting; any imperfection in the extruded, multi-axis **chromopolymer** rod renders it useless. Once the rod's basic structure has been manufactured, a 1.2mm light-magnifying surface, placed on the business end of the unit, is positron-etched to create thousands of discreet data throughput conduits.

Orange light

Few of these stringent standards and specifications enter the user's mind, however, when he or she drops the rod into a console or PADD receptacle. Neither does the fact that a polarized orange light, pulsing at 46238 nanometers, reads and writes their data. The Cardassian orange light spectrum choice is unfortunately far less efficient than the blue light used in Starfleet systems, which pulses at 68913 nanometers.

The final consequence of the Cardassian isolinear rod design is that their computers are permanently prevented from achieving the faster-than-light processing speeds enjoyed by many Starfleet computers. On the other hand, faster-than-light processing is not always critical; subwarp computational pauses on *Deep Space Nine* are well within tolerable limits, even for Starfleet personnel.

The continued efficiency of the isolinear rods on *Deep Space Nine* shows that Cardassian and Federation computers work together far better than their biological progenitors.

OPTILYTHIC DATA RODS

The data rod never lies ...

In addition to the isolinear rods normally used in their computers, the Cardassians manufacture an elite information storage device that is rarely seen beyond the borders of Cardassian space. This is known as an optilythic data rod.

The optilythic data rod is similar in size to a Class 2 isolinear data rod and used solely for documenting official Cardassian government business. Once information is transcribed onto the rod, it cannot be erased, altered, or tampered with in any way. Even the most skilled attempt to do so cannot avoid detection because a trace of the original content always remains.

The optilythic data rod is invented as a way to prevent Cardassian history from being rewritten for personal or political purposes. Since holographic images of anyone, saying and doing anything, can be easily falsified, the value of such unassailable records is extremely important. Unlike the common orange rods, optilythic data rods are light blue in color and stored in individual protective cases. The final security measure against potential forgers is the rods' scarcity. Finding a spare, unused optilythic data rod with no previous information on it is virtually impossible. They are manufactured on an as-needed basis only on Cardassia Prime, under rigorous supervision.



Captain Sisko instigates a somewhat immoral optilythic data rod scam to bring the Romulans, who have opted to remain neutral, into the Dominion war.

Garak puts Sisko in touch with a master forger, Grathon Tolar, who makes it appear that the Dominion is planning an invasion of Cardassia.



Tolar convinces Sisko that his work will stand up to Romulan scrutiny, but he would rather be well away when his forged rod is put to the test.



'The First Duty'

Captain Jean-Luc Picard returns to Starfleet Academy to deliver the annual commencement address. His visit is spoilt when Wesley Crusher is implicated in the tragic death of a young cadet.

Superintendent Admiral Brand privately contacts Captain Picard shortly before the *U.S.S. Enterprise NCC-1701-D* reaches Earth. He learns that Nova Squadron, Wesley Crusher's flight team at Starfleet Academy, were practicing close formation flying when a sudden collision destroyed all five of their ships. Four cadets, including Wesley and team leader Nicholas Locarno, transported to safety, but Cadet Joshua Albert did not make it out alive. Brand will shortly be conducting a full investigation into the tragic accident.

When the hearings get under way, the Nova Squadron members are evasive and their testimonies conflict. Locarno claims that Joshua panicked and failed to maintain formation during the practice session. Later, in private, Locarno insists that Nova Squadron must stick together – if they tell the truth their Starfleet careers will be finished.

Blaze of glory

Back on the *Enterprise*, Picard works out what actually happened to Albert: Nova Squadron were trying to execute the **Kolvoord Starburst**, a dangerous and forbidden maneuver. Locarno wanted to literally end his academy career in a blaze of glory, and convinced his team to practice the starburst for the commencement ceremony. Picard confronts Wesley with this theory, reminding the cadet that the first duty of every Starfleet officer is not to protect their friends, but to tell the truth.

When the hearings are reconvened, Wesley interrupts Brand's final judgment to reveal what actually happened: Locarno pushed Albert into practicing the Kolvoord Starburst before he was ready to do so. Locarno is expelled from the academy, but he remains loyal to the other cadets, pleading that they be allowed to complete their training. A formal reprimand will instead be placed on their records, their flight privileges will be revoked, and their academic credits cancelled. They will not advance with their rest of their class.

STARSHIP FACTS

A The Kolvoord Starburst maneuver was outlawed by Starfleet Academy more than 100 years ago, after five cadets lost their lives in a tragic accident.

CAPTAIN'S LOG

STARDATE 45703.9

"We are en route to Earth, where it will be my pleasant duty to deliver this year's commencement address at Starfleet Academy. I am also looking forward to seeing Wesley Crusher again – his flight team will perform a demonstration near Saturn..."

ON SCREEN...



1 Captain Picard and Dr. Beverly Crusher visit Wesley in his academy quarters, but their conversation is brought to an abrupt halt when the charismatic Nick Locarno arrives to speak to the cadet.



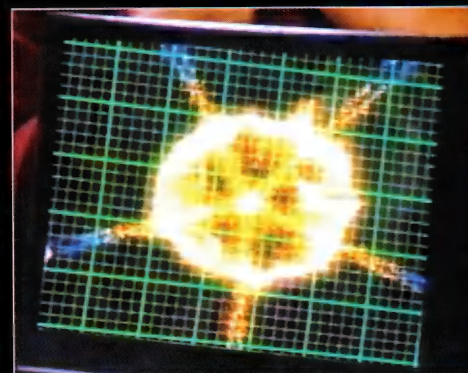
2 Captain Picard uses his free time to enjoy a reunion with Boothby, the long-serving groundskeeper at the academy. Boothby hints to Picard that Nova Squadron are totally loyal to Locarno.



3 At the hearings, Admiral Brand and her Vulcan colleague, Captain Satelk, listen carefully to the testimony of Crusher, Locarno, Jean Hajar, and Sito Jaxa.



4 Commander Albert, Joshua's father, is upset when Locarno claims that Joshua panicked and failed to maintain formation during the practice session.



5 At the next stage of the hearing, Satelk displays a visual log from a nearby navigational control satellite. It clearly contradicts Wesley's testimony.



6 After the hearing, Picard finds Wesley in the academy grounds. The captain tells the downcast cadet that he must learn to live with his guilt and disgrace.





'Cost of Living'

Betazoid Ambassador Lwaxana Troi gains permission to hold her upcoming wedding on the *U.S.S. Enterprise NCC-1701-D*. The crew cannot help but notice that the free-spirited Lwaxana appears to have little in common with her husband-to-be, the highly formal minister Campio.

'COST OF LIVING'

"Permission for an onboard wedding is granted, Number One. Nothing would please me more than to give away Mrs. Troi."

— Captain Picard to Riker

The *U.S.S. Enterprise NCC-1701-D* is contaminated by undetectable metallic parasites after it destroys a rogue asteroid on which the tiny creatures were feeding.

Betazed Ambassador Lwaxana Troi returns to the ship. She wants to use **Ten-Forward** as a wedding hall for her upcoming marriage to **Third Minister Campio** from the planet **Kostolain**; the couple became acquainted after they exchanged "harmonious profiles." Later, Lwaxana tells her daughter, **Deanna**, that she intends to abandon Betazoid tradition and not get married naked. Minister Campio is a highly formal man who would never allow nudity at his own wedding.

Soon after, Campio beams onto the *Enterprise* accompanied by his escort, **Erko**, a Protocol Master who clearly does not approve of the flamboyant Mrs. Troi.

Parasitic invasion

The *Enterprise's* replicators and inertial dampeners begin to fail. **Data** and **Chief Engineer Geordi La Forge** trace the problem back to the parasites; the creatures are organically ingesting **nitrium**, transforming metal casings into a gelatinous residue. The asteroid that the *Enterprise* destroyed came from the nitrium-rich **Pelloris Field**, so **Captain Picard** sets a course back there.

As the parasites continue to feed off the ship, life support fails. A lack of oxygen causes the crew to lose consciousness: only Data is left active on the bridge. With a **dilithium** breach imminent, Data pilots the *Enterprise* close to the Pelloris Field and uses a nitrium-based emitter beam to guide the parasites off the ship and toward their new home. When the creatures depart, ship's systems come back on line and the crew slowly awake.

Once temporary repairs are completed, Lwaxana's wedding commences. The bride surprises the assembled guests by appearing naked after all, to the disgust of Campio and Erko, who quickly leave. Lwaxana has remained true to her own way of life.

STARSHIP FACTS

Deanna suggests that Worf and Alexander draw up a contract. This will clearly delineate their mutual roles and responsibilities, and perhaps ease father/son tensions.

ON SCREEN...



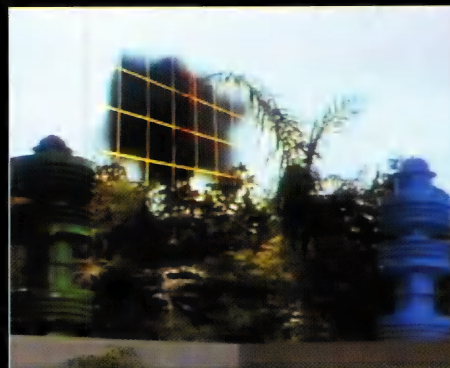
1 Ambassador Lwaxana Troi boards the *U.S.S. ENTERPRISE* in advance of her marriage to Third Minister Campio, of the planet Kostolain's Conference of Judges.



2 Much to Worf's annoyance, Lwaxana befriends Alexander. She takes the boy onto a holodeck recreation of the free-spirited Parallax Colony of Shiralea VI.



3 Worf and Campio demand a more responsible attitude to life, but while they share their grievances, Lwaxana and Alexander quietly sneak back to the holodeck again.



4 The *ENTERPRISE's* systems begin to malfunction because of the metallic parasites. Alexander becomes alarmed when the holodeck recreation begins to fluctuate.



5 Data pilots the ship to the nitrium-rich Pelloris Field, where the metallic parasites depart the *ENTERPRISE* for a better feeding ground.



6 After Lwaxana's wedding is cancelled she celebrates with a final mudbath. She is joined by Alexander, her daughter Deanna, and a grumpily acquiescent Worf.



'Body Parts'

When Quark learns that he has the rare and fatal Dorek syndrome, he decides to follow Ferengi tradition and auction off his body parts. The barkeep is surprised to receive a high offer from a mysterious bidder for the entire set of his desiccated remains.

Quark returns from two weeks on **Ferenginar** with some terrible news: he is dying from **Dorek syndrome**, a fatal disease that strikes only one in every five million **Ferengi**. The Ferengi physician, **Dr. Orpax**, believes Quark has less than a week to live. The barkeep is anxious to acquire **latinum** before he dies, to settle his Ferengi debts. As **Rule of Acquisition 17** states, "A contract is a contract is a contract. But only between Ferengi."

Quark advertises his desiccated remains on the **Ferengi Futures Exchange**, and receives an anonymous bid of 500 bars of latinum for his entire corpse. Determined to die rich, he quickly accepts the contract. To Quark's amazement, **Dr. Julian Bashir** then reports that Orpax was mistaken: Quark does not have Dorek syndrome after all.

Divine vision

Quark's old enemy from the **Ferengi Commerce Authority**, **Brunt**, is the mysterious buyer, and he arrives in the middle of the night to collect the remains. Brunt insists that their contract still stands, even though Quark is not dying. If the barkeep breaks the contract, he will be ostracized from Ferengi society and his family's property will be sold. Quark swears to abide by the contract until he experiences a strange dream of the **Divine Treasury**. There he meets **Gint**, the first **grand nagus** and author of the Rules of Acquisition. Gint says his rules were never meant to be "carved in stone" — they are merely a guide to Ferengi behaviour. Subconsciously, Quark is providing himself with a way out.

The next morning, Quark defiantly hands Brunt back his 500 bars of latinum. The liquidator gleefully slaps an FCA sticker on the bar, forbidding all Ferengi from entering. The furniture and drinks are also confiscated, but Rom points out that Quark still has his life and at least some of his assets: his friends and family on **Deep Space Nine**.

'BODY PARTS'

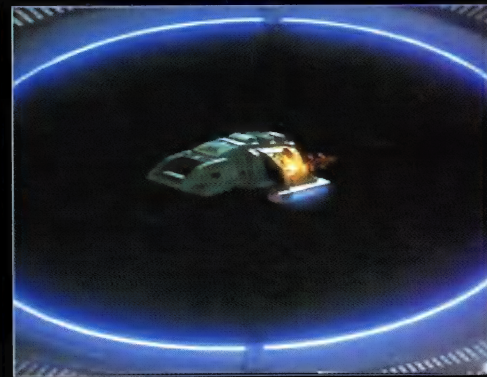
"I got the results of my annual insurance physical. All the tests came back negative ... except one. I have Dorek syndrome."

— Quark to Rom

ON SCREEN...



1 Rom advises Quark to advertise his desiccated remains on the **Ferengi Futures Exchange** in order to make as much latinum as he can before he dies.



2 Dr. Bashir, Major Kira, and the pregnant Keiko O'Brien return to the station after a visit to **Torad V**. Their **RUNABOUT** collided with an asteroid field, and Keiko was injured.



3 Bashir has placed Keiko's baby within Kira, who will now bring the child to term. The major agrees to move in with the O'Briens for the duration of her pregnancy.



4 Much to his surprise, Quark receives an offer of 500 bars of latinum from a mysterious bidder. Such a price should pave the Ferengi's way into the **Divine Treasury**.



5 Quark has a vision about the **Divine Treasury**, wherein **Grand Nagus Gint** "inspires" him to find a reason to break his contract with the FCA liquidator, **Brunt**.



6 Quark's bar furniture and drinks are confiscated, but **Captain Sisko**, **Odo**, **Dr. Bashir**, and **Dax** help the barkeep out with temporary replacements.

STARSHIP FACTS

Bajoran women do not experience morning sickness when they are pregnant. They instead sneeze continuously.





'Broken Link'

Deep Space Nine's chief of security is suddenly struck down by a mysterious, life-threatening illness. **Captain Sisko**, seeking a cure for Odo's condition, leads an uncloaked *U.S.S. Defiant NX-74205* into hostile Dominion territory.

'BROKEN LINK'

"You have to take me back to my people. The only ones who can help me now are the Founders."

— Odo to Captain Sisko

Rumors of war circulate among the inhabitants and crew of *Deep Space Nine* as **Gowron**, head of the **Klingon Empire**, demands that the **Federation** withdraw from the **Archanis sector**.

When **Odo** collapses in **Garak's** shop, **Dr. Julian Bashir** finds that the shapeshifter's mass and density are in a state of flux. As the days go by, Odo's molecular structure rapidly deteriorates, and he finds it increasingly difficult to maintain his humanoid shape. **Captain Sisko** agrees to take him to the **Founders**.

In the **Gamma Quadrant**, the *U.S.S. Defiant NX-74205* transmits a **subspace** signal explaining the mission's non-aggressive purpose, but its presence soon draws a fleet of **Jem'Hadar Warships**. A female **Changeling** materializes on the bridge, encircled by Jem'Hadar; they take control and guide the *Defiant* toward the Founder homeworld.

Outcast

In a private audience with the Founder leader, Odo learns that his people have caused his illness to force him to come 'home.' He killed another of his kind – the first time a Founder has done so – and must therefore be judged, or else he will die.

Sisko and Bashir accompany Odo down to the homeworld, where he is drawn into the **Great Link**. Many hours later, he is returned alive, but no longer a shapeshifter. The Founders have given him what he has always wanted: he has become a solid. Only his face remains the same, to serve as a perpetual reminder of what he has lost.

The *Defiant* returns to *Deep Space Nine*, where Odo adjusts to life as a solid. He also starts to recall half-formed memories from his time in the Great Link. When he hears the Klingons deliver an even stronger threat to the Federation, he recalls a disturbing piece of information: **Gowron** has been replaced by a **Dominion** shapeshifter.

ON SCREEN...



1 Neither Dr. Bashir nor Dr. Mora Pol on Bajor can offer any explanation or cure for Odo's condition, so Sisko agrees to take the shapeshifter into the Gamma Quadrant.



2 Garak joins the *U.S.S. Defiant's* crew for the mission. He wants to ask the Dominion if they are holding any of his fellow Cardassians as prisoners of war.



3 The female Changeling appears on the bridge. She promises that if Odo is returned to the Dominion, the *Defiant* can safely leave the Gamma Quadrant.



4 Garak asks the Founder about Cardassian survivors, and she gives him a devastating response: "They are dead. You are dead. Cardassia is dead."



5 Garak later attempts to unleash the *Defiant's* weapons on the Founders' homeworld, but is prevented from doing so by the ever-vigilant Worf.



6 Odo returns home to *DEEP SPACE NINE* as a solid. He retains memories of the Great Link, including one that suggests the Dominion has infiltrated the Klingon Empire.

STARSHIP FACTS

A Captain Sisko sentences Garak to six months in a holding cell for trying to launch a Federation assault on the Founders' homeworld.



K continued

Kostolain

This **Class-M** planet is populated by technologically sophisticated humanoids; protocol and proper conduct is central to their culture. **Minister Campio** and **Erko** of Kostolain visited the **U.S.S. Enterprise NCC-1701-D** in 2368. (*Starship Log: 'Cost of Living'* [TNG]) **SEE FILES 3, 18, 69**

Kot'baval festival

Important **Klingon** event commemorating **Kahless the Unforgettable's** defeat of the tyrant **Molor**. The outdoor festivities include stylized recreations of the actual fight. **Alexander's** first Kot'baval festival was on **Maranga IV** in 2370. (*Starship Log: 'Firstborn'* [TNG]) **SEE FILES 11, 48, 69**



Klingons reenact the legend of Kahless at the annual Kot'baval festival.

Kotaba Expanse

Delta Quadrant region located in **navigation matrix 1711**. **Tom Paris**, who had been forcibly switched into the body of **Steth**, found himself lost in this area in 2374. He was pursued by the **Benthan Guard** and **Daelen**. (*Starship Log: 'Vis à Vis'* [VOY]) **SEE FILES 3, 71**

Kotakian ship

This freighter docked at one of **Deep Space Nine's** cargo bays in 2370. It covertly transported **Gul Dukat**, who then sneaked onto **Deep Space Nine** and into **Benjamin Sisko's** quarters without detection. (*Starship Log: 'The Maquis', Part I* [DS9]) **SEE FILE 70**

Kotanka system

This **Alpha Quadrant** star system was part of the territory affected by the **Dominion/Federation** conflict of 2374. (*Starship Log: 'Favor the Bold'* [DS9]) **SEE FILES 3, 70**

Kotati

Communications between the **U.S.S. Voyager** and this **Delta Quadrant** planet, recorded in the ship's **subspace** communications logs, were part of the evidence **Neelix** examined while searching for a possible traitor among the crew. (*Starship Log: 'Investigations'* [VOY]) **SEE FILES 3, 29, 71**

Koth

This aged **Klingon**, the son of **Larna**, was one of the ill-equipped replacements assigned to the **I.K.S. Rotarran** in 2374. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILES 34, 70**

Kotra

Cardassian board game for two players, with identically-shaped pieces and an octagonal die. The object, according to **Garak**, is to use bold strategy and decisive action to capture an opponent's pieces. **Nog** preferred to regroup and hoard his assets. (*Starship Log: 'Empok Nor'* [DS9]) **SEE FILE 70**



A Changeling impersonating Ambassador Krajensky hoped to reignite hostilities between the Federation and the Tzenkethi.

Kovat

This **Cardassian** was a **public conservator**, a servant of the court who specialized in crafting guilty pleas. Kovat was horrified when his client, **Miles O'Brien**, was found innocent of arming the **Maquis**. (*Starship Log: 'Tribunal'* [DS9]) **SEE FILES 13, 70**

Kovin

Entharan arms merchant. In 2374, **Seven of Nine** experienced false memories of Kovin violating her body by extracting **nanoprobes**. Despite the discovery of convincing evidence of his innocence, Kovin feared being railroaded. He died when his ship exploded during an attack on the **U.S.S. Voyager**. (*Starship Log: 'Retrospect'* [VOY]) **SEE FILES 58, 71**

Kowloon

City on the southeast coast of Hong Kong, Earth. In **Julian Bashir's** secret agent **holosuite** program, he had a penthouse apartment there. (*Starship Log: 'Our Man Bashir'* [DS9]) **SEE FILES 43, 70**

Kozak

This **Klingon** drunk was considered a failure, despite heading an influential house and marrying the formidable **Grilka**. He died in 2371 after falling on his own weapon during a drunken outburst in **Quark's bar** on **Deep Space Nine**. (*Starship Log: 'The House of Quark'* [DS9]) **SEE FILES 11, 48, 70**

k'pekt

Klingon word frequently used as a slur. An inebriated **Kor** once called **Quark** a "**Ferengi k'pekt**." (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILES 11, 70**

Krada legs

Food item served in the **Klingon** restaurant on **Deep Space Nine's Promenade**. **Kira Nerys** had a craving for broiled Krada legs in 2374. It is unclear how many legs this edible life form actually has. (*Starship Log: 'The Sound of Her Voice'* [DS9]) **SEE FILES 11, 70**

Krag

This fair-minded chief investigator from **Tanuga IV** initially believed **William Riker** had murdered **Dr. Nel Apgar** in 2366, but was swayed by evidence presented aboard the **U.S.S. Enterprise NCC-1701-D** and exonerated the commander. (*Starship Log: 'A Matter of Perspective'* [TNG]) **SEE FILES 18, 43, 69**

Krajensky, Ambassador

Starfleet ambassador who was concerned with **Federation** relations with the **Tzenkethi**. In 2371, he disappeared en route to **Risa**. He was apparently abducted by **Dominion** forces, as a Changeling appeared in his stead. (*Starship Log: 'The Adversary'* [DS9]) **SEE FILES 7, 16, 70**

Kostolain
Kot'baval festival
Kotaba Expanse
Kotakian ship
Kotanka system
Kotati
Koth
Kotra
Kovat
Kovin
Kowloon
Kozak
k'pekt
Krada legs
Krag
Krajensky, Ambassador
Krako, Jojo
Krallianian eel
Kran-Tobal Prison
Kransnowsky, Captain
Kras
Kraus IV
Krax
Kraxon
Kray, Minister
Krayton
Kreechta
Krellian food
krellide storage cells
Krenim
Krenim Imperium
Kressari
Kri'stak volcano
Krieger waves
Krim, General



Kovat was used to working in a system of 'justice' in which those brought to trial were always found guilty. Chief O'Brien was a rare exception.



Kovin had not committed the crimes of which Seven accused him, but his fear of prosecution caused him to flee.



Krako, Jojo

Sigma Iotia II's second most powerful 'boss,' he controlled the south side territory. In 2268, his men kidnapped **Kirk**, **Spock**, and **McCoy** from rival **Bela Oxmyx's** control. (*Starship Log: 'A Piece of the Action' [TOS]*) **SEE FILES 3, 18, 68**

▶ **Jojo Krako's leadership style was based on that of Earth mobsters of the 1920's.**



Krallinian eel

This scaleless aquatic vertebrate is native to the **Delta Quadrant**. **Neelix** considered them especially repellent and disagreeable. (*Starship Log: 'Jetrel' [VOY]*) **SEE FILE 71**

Kran-Tobal Prison

Long-term detention facility on **Bajor**. During the occupation, Kran-Tobal was controlled by the **Cardassians**. After 2369, **Bajoran** authorities released political prisoners and began using the penitentiary to incarcerate convicted criminals. (*Starship Log: 'A Man Alone' [DS9]*) **SEE FILES 10, 13, 70**

Kransnowsky, Captain

Commodore Stone asked Captain **Kransnowsky** to serve on the four-man panel that heard **James T. Kirk's** court-martial in 2267. **Kransnowsky** listened to testimony at **Starbase 11** and on the **U.S.S. Enterprise NCC-1701**. (*Starship Log: 'Court Martial' [TOS]*) **SEE FILES 19, 43, 68**



Kras

This **Klingon** representative vied for **topaline** mining rights on **Capella IV** in 2267. **Kras** inspired a coup to put his friend **Maab** in power, but was killed after his treachery was revealed. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILES 11, 68**

▶ **Kras came to a violent end after his plans to secure mining rights were thwarted by the Federation.**

Kraus IV

This planet is known as a producer of fine silk lingerie. **Garak** carried **Kraus IV** garments in his shop, and showed his stock to the **Duras sisters**, who took offense. (*Starship Log: 'Past Prologue' [DS9]*) **SEE FILE 27, 70**

Krax

The son of **Grand Nagus Zek** and most likely successor to the position. **Zek** tested his son's character in 2369 by faking his own death after naming **Quark** the next nagus. **Krax** showed he was not yet ready. (*Starship Log: 'The Nagus' [DS9]*) **SEE FILES 14, 51, 70**

Kraxon

Cardassian Galor-class battleship. In 2371, the **Kraxon** was commanded by **Gul Ranor** and fought with the **U.S.S. Defiant** against **Obsidian Order** ships. **Thomas Riker** then surrendered to **Ranor**. (*Starship Log: 'Defiant' [DS9]*) **SEE FILES 36, 70**

Kray, Minister

This high-ranking **Banean** scientist offered his technical expertise to the crew of the **U.S.S. Voyager**, to help refurbish their ship's navigational array. (*Starship Log: 'Ex Post Facto' [VOY]*) **SEE FILES 18, 71**

Krayton

D'Kora-class Ferengi starship controlled by **DaiMon Tog** in 2366. The **Krayton** was present at the **Betazed Trade Agreements Conference**, where **Tog** used it to kidnap **Lwaxana** and **Deanna Troi**. (*Starship Log: 'Ménage a Troi' [TNG]*) **SEE FILES 37, 51, 69**

Kreechta

D'Kora-class Ferengi starship captained by **Bractor**. In 2365, the **Kreechta's** unexpected appearance put the **U.S.S. Enterprise NCC-1701-D** in jeopardy during a wargames exercise. (*Starship Log: 'Peak Performance' [TNG]*) **SEE FILES 39, 69**

Krellan food

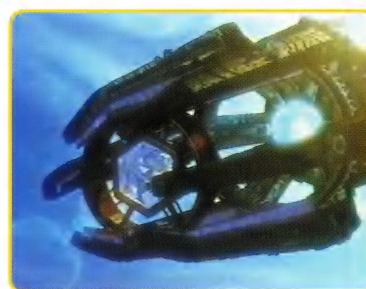
A popular cuisine on **Farius Prime**. It occasionally gave **Bilby** heartburn. (*Starship Log: 'Honor Among Thieves' [DS9]*) **SEE FILES 44, 70**

Krellide storage cells

Krellide cells power a variety of **Starfleet** devices, ranging from communicators to shuttlecraft. In 2367, the exhausted **krellide** cells in **Captain Picard's** shuttle made flight dangerous. (*Starship Log: 'In Theory' [TNG]*) **SEE FILE 69**

Krenim

Technologically-advanced **Delta Quadrant** species, widely feared as an aggressive, single-minded military force. Their **chronoton torpedoes** and **Temporal Weapon Ship**, commanded by **Annorax**, defeated enemies by altering history, erasing the **Zahl**, **Malkoth**, **Alsuran** and hundreds of other civilizations from existence. The destruction of the vessel put an end to the temporal incursions and left their region of space in dispute. (*Starship Log: 'Year of Hell', Parts I and II [VOY]*) **SEE FILES 3, 5, 18, 40, 71**



Krenim Imperium

Full title of the empire ruled by the **Krenim** civilization of the **Delta Quadrant**. (*Starship Log: 'Before and After' [VOY]*) **SEE FILES 3, 5, 18, 40, 71**

▶ **The KRENIM TEMPORAL WEAPON SHIP fired a beam of energy that altered the timeline.**

Kressari

Humanoid race with lizard-like attributes. They delivered arms to the **Bajoran Circle** in 2370. The **Cardassians** were secretly providing the weapons, and hoped to retake **Bajor** during the chaos of revolution. (*Starship Log: 'The Circle' [DS9]*) **SEE FILES 10, 70**

Kri'stak volcano

A sacred location on the **Klingon** homeland. It is believed that this was where the first **bat'leth** weapon was created by **Kahless the Unforgettable**. (*Starship Log: 'Rightful Heir' [TNG]*) **SEE FILES 11, 69**

Krieger waves

This orbital platform used a **lambda field generator** to create **Krieger wave** energy, developed by **Dr. Nel Apgar** on **Tanuga IV**. **Apgar** and the platform were destroyed in 2366. (*Starship Log: 'A Matter of Perspective' [TNG]*) **SEE FILE 69**

Krim, General

This **Bajoran** military commander and member of the **Circle** commanded the capture of **Deep Space Nine** from **Federation** officers in 2370. **Krim** stepped down and surrendered the station back to **Federation** control once he learned the **Cardassians** were the **Circle's** main backers. (*Starship Log: 'The Circle' [DS9]*) **SEE FILES 10, 70**



K continued

Krios This **Klingon**-governed planet was at war with a nearby planet, **Valt Minor**, for centuries. In 2368, the two races finally settled their conflict. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILES 18, 69**

Krios 1 This holodeck program was created in 2368 by **Geordi La Forge** and **Kriosian Ambassador Briam**. It duplicated the **Temple of Akadar** and was used as a venue for the **Ceremony of Reconciliation** that took place aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILES 18, 69**



▲ The Temple of Akadar was a legacy of Krios and Valt's more peaceful history.

Kriosian system A star system bordering **Federation** space and controlled by the **Klingon Empire**. A successful bid for freedom by the Kriosians in 2368 was blamed on the Federation until **Romulan** intervention was revealed. (*Starship Log*: 'The Mind's Eye' [TNG]) **SEE FILES 3, 11, 18, 69**

Kriskov Gambit The **Kriskov Gambit** is a familiar playing strategy for practiced three-dimensional chess players. It can be countered with the equally classic **el-Mitra Exchange**. (*Starship Log*: 'Conundrum' [TNG]) **SEE FILES 66, 69**

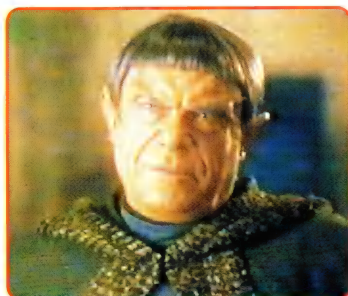
Kristin This mystified **U.S.S. Enterprise NCC-1701-D** crew member found herself sitting in sickbay in 2368 after an alien probe left the crew with amnesia. She was wearing a bathing suit and had a diving injury. (*Starship Log*: 'Conundrum' [TNG]) **SEE FILES 25, 69**

Krit Pernicious business associate of **Morn**. Krit and his brother, **Nahsk**, along with **Quark** and several other claimants, sought to retrieve an elusive 1000 bricks of **gold-pressed latinum** after Morn was believed dead in 2374. (*Starship Log*: 'Who Mourns for Morn?' [DS9]) **SEE FILES 58, 70**

Krite A member of the asexual **J'naii**, Krite worked with **Soren** to recover a lost shuttle. Krite reported Soren's overtly gendered activities. (*Starship Log*: 'The Outcast' [TNG]) **SEE FILES 18, 58, 69**

Krocton Segment A civil partition of the planet **Romulus**. In 2368, **Senator Pardek** was serving as an elected official for the area. (*Starship Log*: 'Unification', Parts I and II [TNG]) **SEE FILES 12, 49, 69**

▶ Pardek was a popular 'man of the people.'



▲ Unlike many Klingon vessels, **KRONOS ONE** was on a mission of peace; **Chancellor Gorkon** hoped to end hostilities with the Federation.

Krokan petri beaker Standard piece of laboratory paraphernalia at the **Bajoran Institute of Science**. **Odo** was initially kept in such a container, and duplicated it to convince **Dr. Mora Pol** that he was an intelligent life form. (*Starship Log*: 'The Alternate' [DS9]) **SEE FILES 10, 43, 70**

Krola **Minister of Internal Security** on **Malcor III**. To prove that aliens were dangerous, Krola engineered an accident with **William Riker's phaser**. He was stunned, and his effort won support for his cause. (*Starship Log*: 'First Contact' [TNG]) **SEE FILES 18, 69**

Krole This sneaky underling of **Orion Syndicate** operative **Bilby** enjoyed provoking his boss. He was presumably killed with Bilby while trying to assassinate the **Klingon** ambassador to **Farius**. (*Starship Log*: 'Honor Among Thieves' [DS9]) **SEE FILES 44, 70**

Kronos A human phonetic spelling of **Qo'noS**, the **Klingon** homeworld. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILES 11, 77**

Kronos One This **Klingon battle cruiser** was assigned to carry the Klingon head of state. In 2293, **Chancellor Gorkon** was aboard *Kronos One* when two intruders came aboard and murdered him. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILES 34, 48, 77**

Kroykah This **Vulcan** word means "stop, be silent," or "enough." In 2267, wedding officiator **T'Pau** shouted, "Kroykah!" to halt **Stonn's** protestations about **T'Pring** choosing **James T. Kirk** as her champion. (*Starship Log*: 'Amok Time' [TOS]) **SEE FILES 8, 68**

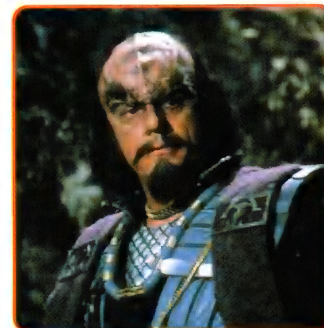
Kruge, Commander **Klingon Bird-of-Prey** captain. In 2285, while tracking **Project Genesis**, he destroyed the **U.S.S. Grissom** and executed **David Marcus. Kirk** killed Kruge by sending him plummeting into a lava pit. (*Starship Log*: **Star Trek III: The Search for Spock**) **SEE FILES 11, 48, 74**

Kryonian tiger In **Alexander Rozhenko's** opinion, these animals are not frightening, but do emit an odd odor. The Kryonian tiger **Alexander** saw in a zoo on **Brentalia** licked his hand. (*Starship Log*: 'Imaginary Friend' [TNG]) **SEE FILES 43, 69**

Krios
Krios 1
Kriosian system
Kriskov Gambit
Kristin
Krit
Krite
Krocton Segment
Krokan petri beaker
Krola
Krole
Kronos
Kronos One
Kroykah
Kruge, Commander
Kryonian tiger
Krypton
Ktaran antiqua
Ktaria VII
Ktarian chocolate puff
Ktarian eggs
Ktarian game
Ktarian glaciers
Ktarian merlot
Ktarian moonrise
Ktarian music festival
Ktarian Vessel
Ktarians
Kubuc Oak
Kuda, Ving
Kudak Etan
Kuiper Belt
Kukulaka
Kulge



▲ The architecture of **Kronos** is as formidable as the warriors who live in these great halls.



▲ Kruge murdered **Captain Kirk's son, David Marcus**, but the legendary **Starfleet** officer soon had his revenge.



Kryton appeared to stand stoically at his post while Captain Kirk and Petri of Troyius discussed Elaan's coming marriage, but his mind was on treachery; he was in league with the Klingons.

Kryton This **Elasian** bodyguard was in love with **Elaan**. He had no hope of marrying her, but in 2268 he conspired with the **Klingons** to thwart her upcoming nuptials. He committed suicide after being caught. (Starship Log: 'Elaan of Troyius' [TOS]) **SEE FILES 18, 68**

Ktaran antiques These items could be purchased in 2369 from a certain **Deep Space Nine** establishment located on the **Promenade**. (Starship Log: 'Birthright', Part I [TNG]) **SEE FILES 27, 69**

Ktaria VII This **Class-M** planet is the homeworld of the **Ktarians**. Since **first contact** with Ktaria VII, which occurred before 2293, the planet has been popular with tourists for its glacier skiing, elaborate funeral tombs, edible delicacies, and musical presentations. (Starship Log: 'Emanations' [VOY]) **SEE FILES 3, 18, 71**

Ktarian chocolate puff According to discerning chocolate connoisseur **Deanna Troi**, the Ktarian chocolate puff is the Galaxy's number one dessert. This treat is a veritable tapestry of 17 interwoven chocolate flavors. (Starship Log: 'Liaisons' [TNG]) **SEE FILES 18, 69**

Ktarian eggs These eggs with red and orange shells were a favorite breakfast food of **James T. Kirk** and his girlfriend **Antonia**. (Starship Log: **Star Trek Generations**) **SEE FILES 18, 78**

Ktarian game In 2368, the Ktarian **Etana Jol** played a part in an attempt to seize control of **Starfleet** through a deceptively innocuous game that rendered individuals susceptible to suggestion. (Starship Log: 'The Game' [TNG]) **SEE FILES 18, 60, 69**



The Ktarian game covertly brainwashed anyone who played it.

Ktarian glaciers Mountainous ice formations on **Ktaria VII**, popular with skiers across the **Alpha Quadrant**. A **holodeck** program of these glaciers was available on **U.S.S. Voyager**, to the delight of **Chakotay** and others. (Starship Log: 'Macrocosm' [VOY]) **SEE FILES 18, 43, 71**

Ktarian merlot A dry red wine. **Tom Paris** served the 2282 vintage to **B'Elanna Torres** as part of a romantic dinner in his quarters in 2374. (Starship Log: 'Scientific Method' [VOY]) **SEE FILES 43, 71**

Ktarian moonrise A **holodeck** simulation. **Harry Kim** invited **Seven of Nine** to join him in the program following their work on reconfiguring the astrometric projectors. (Starship Log: 'Revulsion' [VOY]) **SEE FILES 29, 43, 71**

Ktarian music festival A cultural event on **Ktaria VII**. A confused seating assignment at one of these festivals brought together **Harry Kim** and his future fiancée, **Libby**. (Starship Log: 'Non Sequitur' [VOY]) **SEE FILES 18, 43, 71**

Ktarian Vessel **Etana Jol** traveled aboard a **Ktarian Vessel**. Her plans to control the **U.S.S. Enterprise NCC-1701-D** from this ship collapsed after the Ktarian game failed, and the **Enterprise** tractored the vessel to **Starbase 82**. (Starship Log: 'The Game' [TNG]) **SEE FILES 18, 40, 69**

Ktarians Humanoid residents of **Ktaria VII**. Some Ktarians tried to conquer the **Federation** in 2368 using the Ktarian game, but the majority are friendly. **Naomi Wildman**'s father is Ktarian. (Starship Log: 'The Game' [TNG]; 'Elogium' [VOY]) **SEE FILES 3, 18, 69, 71**



The majority of Bajorans were not prepared to forgive Kubus Oak.

Kubus Oak This **Bajoran** was banished to **Cardassia** for collaborating with the **Cardassians** during the occupation. In 2370, **Kubus** tried to sneak back to **Bajor** via **Deep Space Nine**, but was quickly recognized on the station. (Starship Log: 'The Collaborator' [DS9]) **SEE FILES 10, 47, 70**

Kuda, Ving This intellectual, philosopher, and scholar was the author of 'Ethics, Sophistry, and the Alternate Universe'. (Starship Log: 'Captain's Holiday' [TNG]) **SEE FILES 5, 69**

Kudak'Etan A specially-bred **Alpha Jem'Hadar** warrior. As **First**, **Kudak'Etan** declared victory in a takeover of the **U.S.S. Defiant** in 2374, but was killed by **Worf** during a fight with the vessel's **Starfleet** crew. (Starship Log: 'One Little Ship' [DS9]) **SEE FILES 16, 70**

Kuiper Belt This astrophysical field of 'galactic icebergs,' a source of comets, was named for 20th-century Dutch-American astronomer Gerard Kuiper. In 2375, **Odo** and **Weyoun VI** hid their **Runabout** from the **Jem'Hadar** in the crevasse of an asteroid-sized ice chunk. (Starship Log: 'Treachery, Faith, and the Great River' [DS9]) **SEE FILES 3, 70**

Kukalaka Stuffed teddy bear owned by **Julian Bashir** since childhood; **Kukalaka** was his first patient. **Leeta** kept the bear despite ending her relationship with Bashir, but **Nog** stole it back for the doctor. (Starship Log: 'The Quickening' [DS9]) **SEE FILES 43, 70**

Kulge This **Klingon** warrior doubted **Gowron**'s ability to hold his chancellorship during the **Klingon civil war**. **Kulge** was immediately felled by **Gowron**. (Starship Log: 'Redemption', Part II [TNG]) **SEE FILES 11, 48, 69**



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AND RACES

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FILE 18

CARD 50A



OTHER GROUPS
AND RACES

SPECIES 8472 ANATOMY

Species 8472's unique biology adds to its danger. Dense DNA, incredible regenerative abilities, a personal shield, and the ability to change shape are all characteristics of this amazing race, and even their tripodal anatomy sets them apart from the mostly humanoid races encountered by the United Federation of Planets.



Species 8472 is unique among the creatures so far encountered by **Starfleet**. The race originated in a parallel dimension known as **fluidic space**, where it is the only known life form, and much of its unique and remarkable physiology may be attributable to conditions encountered in this region.

Many of the planets of the Milky Way Galaxy were seeded by a single ancient race and so share a remarkably similar biology,

but Species 8472 has evolved independently, without these common genetic markers. At a little over two meters, they are taller than the average humanoid, and have three rather than two legs.

Walking and morphing

The creatures walk with a bobbing, fluidic gait, and it has been theorized that they may have evolved to 'swim' through the organic matter of their own space in much the same way as their **bio-ships**, with which they share many features.

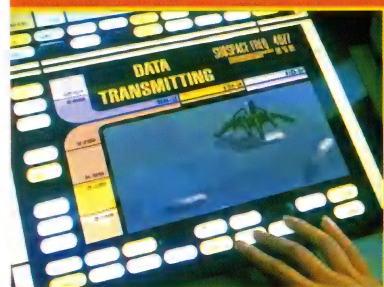
It is not known if their recently-observed shape-shifting ability is a natural or manufactured talent, but evidence points toward the latter. The creatures appear to have some difficulty in maintaining other shapes, and need regular **isomorphic injections** to keep them in their assumed form.

▼ The large cranium of Species 8472 may aid its ability to communicate telepathically.

▲ Species 8472's tripodal locomotion and multiple leg joints gives it a somewhat stooped gait; it appears to bob along rather than walk.



▲ Species 8472 can exist in a wide variety of environments, from its own fluidic space to the Class-M interior of a Federation starship. It needs no special protection to deal with the vacuum of space.



▲ The 8472 creatures' unique immune system makes it impossible for the Borg to assimilate them.



OTHER GROUPS
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FILE 18

CARD 50A



OTHER GROUPS
AND RACES

SPECIES 8472 ANATOMY

GALAXY FACTS

- ▶ Species 8472 do not need to sleep, and find the concept alien.
- ▶ When threatened, the creatures can commit suicide by releasing a cellular toxin into their bloodstream.
- ▶ Species 8472's nervous system appears to work on process of bio-electric impulses similar to that of human beings.

Species 8472 appears to have very little external soft tissue. The muscles connecting their large heads to their shoulders are clearly visible.

The creatures have similar elbow joints to those of most humanoid species. Their torso and upper body is the area of their anatomy most similar to that of humans.



▲ Species 8472 are able to change shape to mimic human form, but this may be due more to isomorphic drugs than a natural ability.

As Species 8472 has three legs, its pelvis is wider than that of a bipedal creature. It extends outward at the rear.

Madman Species 8472 has three legs and two arms. Their forelimbs appear to be jointed much like those of humans, but their legs have an extra joint, similar to those of Earth animals such as horses.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5E



THE UNITED FEDERATION
OF PLANETS

DENEVA

From the arrival of the first settlers, little more than a hundred years ago, the picturesque Deneva has developed from a nondescript freighter base into a thriving colony with a number of attractive cities. All this is threatened, however, by an infestation of alien neural parasites.

A United Federation of Planets report stating that the settlement on the Deneva colony is "developing normally" fails to do it justice. The planet has become a thriving colony, boasting a population in excess of one million inhabitants little more than 100 years after the first settlers arrived. Part

of the planet's attraction may be its natural beauty, as even seasoned travelers describe it as one of the most picturesque worlds in the entire Galaxy.

Freighter base

The original reason the planet was colonized, and one of the reasons it still flourishes, is its favorable location. Deneva is ideally situated to serve as a

freighter base in this sector of the **Alpha Quadrant**, as it is near a mining operation in an asteroid belt. Ships follow a regular timetable from Deneva, delivering supplies to the miners, and returning with cargo from those mines. **Starfleet** personnel – including **Montgomery Scott** – have been known to serve as engineering advisers on these runs.



▲ Deneva has an Earth-like environment, and has been described as one of the most beautiful planets in the Galaxy.

The planet has become more than just a freighter base, however. Deneva is an active center for starship construction; the planet has developed an industry that produces vessel designs of distinction. A one-man ship of Denevan configuration is capable of extensive intra-system travel, and can well withstand the gravitational and heat stresses of close proximity to a sun.

Research center

This thriving world has also attracted the attention of the scientific community. One of the many scientists to have made their home here is research biologist **Dr. George Samuel Kirk**, the brother of **James T. Kirk**, captain of the **U.S.S. Enterprise NCC-1701**; he brings his family with him while he investigates the

planet's biosphere. The size of the facility in which he works denotes the significance of scientific research on Deneva.

The colony retains close ties to the Federation, but is independent in many ways. Starfleet sometimes supplies advisers, but only on an irregular basis, as the Denevans themselves work as pilots and technicians on the ships that they build. Contact with the Federation is infrequent; a year or more can pass without communication.

In touch

This does not mean, however, that Deneva is isolated from the rest of the Galaxy. In addition to the main communications array in the capital city and transmitting stations in other locations, there are a number of private transmitters. Many of the colonists have family members and friends on other worlds, and in Starfleet.

More than this, the ships that travel to and from the world bring news, visitors,

A TRAIL OF MADNESS

Next in line

The **U.S.S. Enterprise NCC-1701** comes to Deneva after it follows a trail of outbreaks of mass insanity throughout the Galaxy; the path follows almost a straight line to this heavily-populated world. Here the crew discovers that alien neural parasites capable of interstellar flight are responsible for the outbreaks, and have already infested the settlers on this thriving colony.



▲ The Denevan system lies on the same path as a number of other planets whose civilizations fell after their entire populations suffered unexplained outbreaks of insanity.

▼ Upon being infested with a neural parasite, one colonist flies his vessel directly into the Denevan sun. The radiation drives the parasite out of his body, but the ship is destroyed.



Designation	Deneva
Class	M
Quadrant	Alpha
Inhabitants	Human colonists

Government	Independent, but under Federation jurisdiction.
Environment	Standard gravity.
Features	A number of large, elegant cities have been harmoniously integrated into the planet's natural beauty, resembling a cross between Hawaii and Paris.
Remarks	Deneva was initially colonized as a freighter base, but has gained a strong scientific community.
Starship log	STAR TREK: The Original Series 'Operation: Annihilate!'

GALAXY FACTS

▶ Before attacking Deneva, the neural parasites infest the Beta Portolan system, Levinius V, Theta Cygni XII, and Ingraham B.

▶ The neural parasites are small, rounded and gelatinous. The young are capable of independent flight.

▶ George Samuel Kirk, brother of James T. Kirk, has his own private transmitter. Its call sign is GSK 739.

goods, and consumables, stimulating the trade that surrounds the asteroid mining operation.

Many of the colonists live in the capital, but others reside in the various cities scattered across the planet. There are several large land masses, and the ratio of water to land on this **Class-M** planet is approximately the same as Earth. The transportation network, incorporating streets and major roads, is maintained with care, and does not conflict with the planet's open and attractive feel. The existence of such a major industry as starship building might lead to waste and environmental concerns, but the planet shows little evidence of



The Guide to the STAR TREK Galaxy

FILE 7

CARD 5E



DENEVA



▶ Elaborate sculptures and attractive buildings merge with the planet's natural beauty to create a pleasant environment in which to live.



▶ The population of Deneva has grown to such an extent that the largest city has more than 100,000 inhabitants, including Sam Kirk. To cope with this influx, high-rise structures are built to provide more living and working areas.



▶ Many of the buildings on Deneva provide shaded areas away from direct sunlight. Unfortunately, this makes ideal cover for the light-sensitive neural parasites.

pollution or other problems usually associated with an industrial colony.

The architecture and landscaping of Deneva reflect the planet's natural beauty. The abundance of water on the planet has encouraged numerous public fountains and pools, and the carefully-designed open areas incorporate a variety of decorative shrubs, Earth-like grasses, and flowers.

Modern beauty

The beauty is not limited to nature; modern sculpture and other forms of art are on display in many squares and plazas. Additionally, the architecture is attractive as well as useful; some of the buildings are nine stories or

more in height, and make extensive use of reflective surfaces. On Deneva, aesthetics and functionality combine into one.

Inside the buildings, in the private living quarters of the residents, the mix of functionality and beauty continues. The rooms are large and comfortable – on a new world, there is ample space for a growing population. The practical side of Denevan culture is shown in the concern for good ventilation and the inevitable presence of technology, but the rooms illustrate decorative themes as well. The furnishings are simple, and sometimes

made of native materials; for example, Sam Kirk's desk is made of wood. Pieces of art, plants, and flowers add more personal touches.

Booming cities

On the other hand, this aesthetic does not carry over into clothing typically worn by the inhabitants, which is simple and utilitarian. Men tend to wear one-color overalls with practical, military-style black boots. Female attire tends to be a little more decorative, with patterned sleeves and metallic

buttons, but this also reflects a basic practicality. Life on Deneva goes on much as it does on other worlds: people work, rest, and raise families, taking full advantage of the available technology and amenities.

Deneva becomes infested with alien **neural parasites** in 2267, and the burgeoning civilization's future is put at serious risk. The entire population becomes infected by the parasites, leading to mass insanity. Fortunately, Captain Kirk and the *U.S.S. Enterprise* crew arrive and intervene before the infrastructure of the planet begins to erode; they finally manage to cure the ailing population and rid Deneva of these parasites by directing strong ultraviolet light at the surface.

Colony on the grow

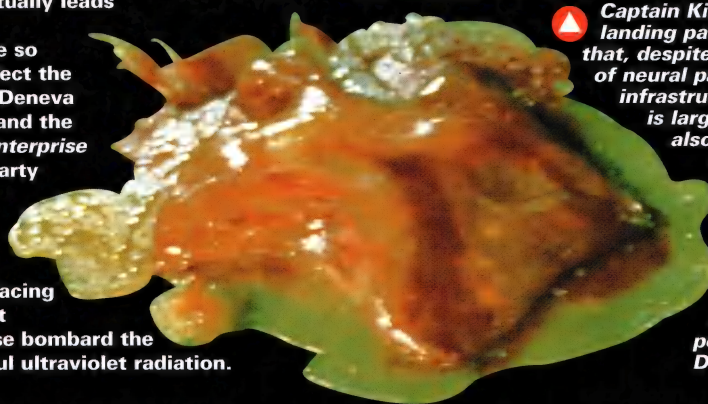
Early in its history, a new colony will often struggle simply to survive, with little time for other concerns. Deneva has developed beyond this stage to become an established and advanced planet with an active interplanetary trade, a solid manufacturing base, and extensive research facilities. With the threat of the parasites nullified, Deneva again becomes a fine place to live – a world that has not forgotten that beauty and prosperity can exist side by side.

PARASITES

A colony under threat

The prosperous population of Deneva is unexpectedly devastated in 2267, when alien neural parasites infest their world. These gelatinous life forms are capable of interstellar and atmospheric flight, and appear to originate from outside the Milky Way. They attack humanoid life forms by latching onto the body and infiltrating the nervous system, gaining control of both autonomic and higher functions. This causes extreme pain in the victim, and eventually leads to insanity.

These parasites are so virulent that they infect the entire population of Deneva before Captain Kirk and the crew of the *U.S.S. Enterprise* arrive. The landing party discovers that the parasites are vulnerable to intense light, and eradicate them by placing 210 satellites in orbit around Deneva. These bombard the surface with powerful ultraviolet radiation.



▶ Captain Kirk and his landing party discover that, despite the invasion of neural parasites, the infrastructure of Deneva is largely intact. They also come under attack.

▶ The alien neural parasites infest a number of worlds before they attack the unsuspecting population of Deneva.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 2C



OTHER GROUPS
AND RACES

THE MAQUIS AND THE CARDASSIANS

In 2370, the Federation and Cardassia formally end their hostilities, but the treaty does not herald an era of peace. Political borders are redrawn, creating new conflicts as Federation colonies fall behind Cardassian borders. Thus are the rebel Maquis born.

It is impossible to relate the story of the freedom fighters who take the name the **Maquis** without also describing their sworn enemies, the **Cardassians**. It is the combination of the **Cardassian Union's** brutal expansionist policies and the failure of the **United Federation of Planets** to become involved that leads to the formation of this group. In the years before the Federation-Cardassian peace treaty is signed, the colonies along the borders

of these two interstellar powers exist in a politically-contested, but relatively peaceful, area of space. Worlds such as **Dorvan V**, **Juhraya**, **Ronara**, and **Veloz Prime** begin to flourish.

New borders

The treaty moves the political borders. Several former Federation colony worlds fall into Cardassian territory and the newly created **Demilitarized Zone**. As the instrument of Federation policy, **Starfleet**

is forced to relocate the populations of a number of colony worlds, but some Federation citizens elect to remain in the homelands they have built.

It soon becomes clear, that the Cardassians are not willing to accept Federation citizens on their doorstep, and the union embarks on a program of violent covert operations and terror tactics in order to drive away or eradicate the colonists. Without proof, Starfleet cannot intervene, and the colonists suffer attacks



▲ **The Cardassians are responsible for the emergence of the Maquis. The rebel group is formed as a direct response to Cardassian bullying of DMZ colonies.**



◀ **As the Federation's hands are politically tied, the colonists themselves must fight back against the Cardassians.**

▲ **Cardassian officials are unwilling to accept Federation colonies in their space.**

NIGHT ATTACKS

Covert tactics

The Federation-Cardassian treaty causes Federation colonies to fall into Cardassian space and the DMZ. This results in another cold war, this time between the Cardassians and Federation colonists. The union dislikes the close proximity of its Federation neighbors, while the colonists refuse to abandon their homes. Federation politicians are unwilling to intervene, leaving the colonies open to covert and sometimes even overt Cardassian attack.



▶ **The Cardassians smuggle their troops into the DMZ to attack Federation colonies, such as Ronara, terrorizing the colonists in an attempt to drive them away from their homes.**



◀ **The negotiations for the treaty were difficult, and lasted for three years. As a result, the Federation is reluctant to aid the colonists and upset relations with the Cardassians.**



from stealthy Cardassian troops smuggled into the **DMZ**, even civilian Cardassian shuttles are retrofitted with **Glor**-class **plasma banks** for use against colony ships and installations. The cold war between their governments has been declared over too recently for Federation politicians to start throwing accusations of paramilitary actions at the **Cardassian High Command**. Without recourse to diplomatic options, many colonists feel betrayed.

Faced with no other choice, the colonists take the law into their own hands and form the Maquis,

GALAXY FACTS

▶ In 2370, the year the peace treaty is signed, the Cardassian High Command begins the covert construction of deadly biogenic weapons to use on planets in the DMZ.

▶ Two years later, in the face of the Cardassian-Dominion alliance, former Starfleet officer Michael Eddington uses the same technology to strike at Cardassian forces.

a clandestine resistance force. Maquis members are funded by colonist groups and sympathetic Federation citizens, including some Starfleet personnel, and quickly create bases for themselves.

Pirate fleet

The Maquis also coopt vessels for their own use, arming small, *Peregrine*-class starships and a few 'appropriated' *Starfleet Attack Fighters* in order to combat the Cardassian forces. At first, the Maquis fight in a purely defensive fashion, but after a few months the emphasis moves to a 'strike first' strategy.

The ruling **Detapa Council** on **Cardassia Prime** makes formal



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 2C



OTHER GROUPS AND RACES

THE MAQUIS AND THE CARDASSIANS

protests to the Federation, and Starfleet is charged with hunting down and arresting these renegades – something made more difficult by the growing number of Starfleet officers resigning their commissions and throwing in their lot with the ragtag Maquis. For the many Starfleet officers who have fought against the 'Cardies' in numerous skirmishes over the years, supporting the Maquis against the Cardassians is not a particularly hard decision to make.

Changing sides

A typical example is **Lt. Ro Laren**, who experienced the Cardassians' harsh rule first hand while growing up on **Bajor**. Later taking part in an undercover operation, Ro is a witness to the Cardassians' brutal attacks on colonists on the planet Ronara, and elects to remain with the Maquis rather than betray their organization to **Starfleet Intelligence**.

The Maquis war with the Cardassians begins in earnest with the bombing of a Cardassian freighter, the **Bok'Nor**, at **Deep Space Nine** in 2370. The

▶ *Starfleet personnel who have fought against the Cardassians tend to be sympathetic toward the Maquis.*



station commander, **Benjamin Sisko**, along with **Gul Dukat** of the Cardassian military, enters the DMZ to uncover the culprits. **Commander Calvin Hudson**, Sisko's former **Starfleet Academy** friend and fellow officer, chooses this moment to defect to the Maquis. Sisko averts a Maquis attack that threatens to reignite the Federation/Cardassian war, but Commander Hudson and his followers escape to continue their fight.

With the Federation authorities unwilling to openly accuse Cardassia of misdeeds in the DMZ, the Maquis turn to their network of intelligence sources. In 2371, they uncover information on



the Cardassian **Obsidian Order**'s construction of a secret force of **Keldon**-class warships in the **Orias system**. Instead of asking Starfleet to investigate, a Maquis cell led by Starfleet officer **Thomas Riker**, masquerading as his 'twin,'

▶ *In 2370, Maquis forces kidnap Gul Dukat after he is implicated in supplying illegal weapons to Cardassian forces in the DMZ. Dukat is actually a scapegoat, used to direct suspicion away from Cardassian Central Command.*

Commander William Riker of the **U.S.S. Enterprise NCC-1701-D**, steals the **U.S.S. Defiant NX-74205** and leads a raid on the system. The attack is a failure, but it finally opens Starfleet's eyes to Cardassian duplicity.

FROM CARDASSIA WITH LOVE

Hidden traitor

Cardassians are famously tenacious in their animosity toward the Maquis. The Cardassian spy **Seska**, for example, is surgically disguised as a Bajoran to infiltrate **Chakotay's** Maquis ship, the **Zola**. After the **Zola** is hurled into the Delta Quadrant, Seska at first attempts to continue her pretense.



▶ *Seska is a Cardassian spy surgically altered to appear Bajoran. Working undercover, she joins Chakotay's Maquis ship, the ZOLA.*

▶ *After Seska's identity is discovered aboard the U.S.S. VOYAGER, she betrays the crew by joining the Kazon Maje Cullah, to whom she bears a child.*



▶ *Seska forms close friendships with the Maquis crew, none of whom suspect her true identity.*

Outcasts

Regardless of these events, the **Federation Council** publicly states that those who choose to ally themselves with the Maquis are no longer accepted as their citizens.

For their part, the military forces of Cardassia harbor an abiding hatred of the renegades, dismissing their pleas for self-determination in much the same way as they did those of the Bajoran people, whose homeworld they occupied for decades. In 2373, the Cardassian alliance with the **Dominion** provides the key to their victory: a series of attacks by the **Jem'Hadar** ends in the total destruction of the Maquis.



FILE 31 OTHER FEDERATION STARSHIPS

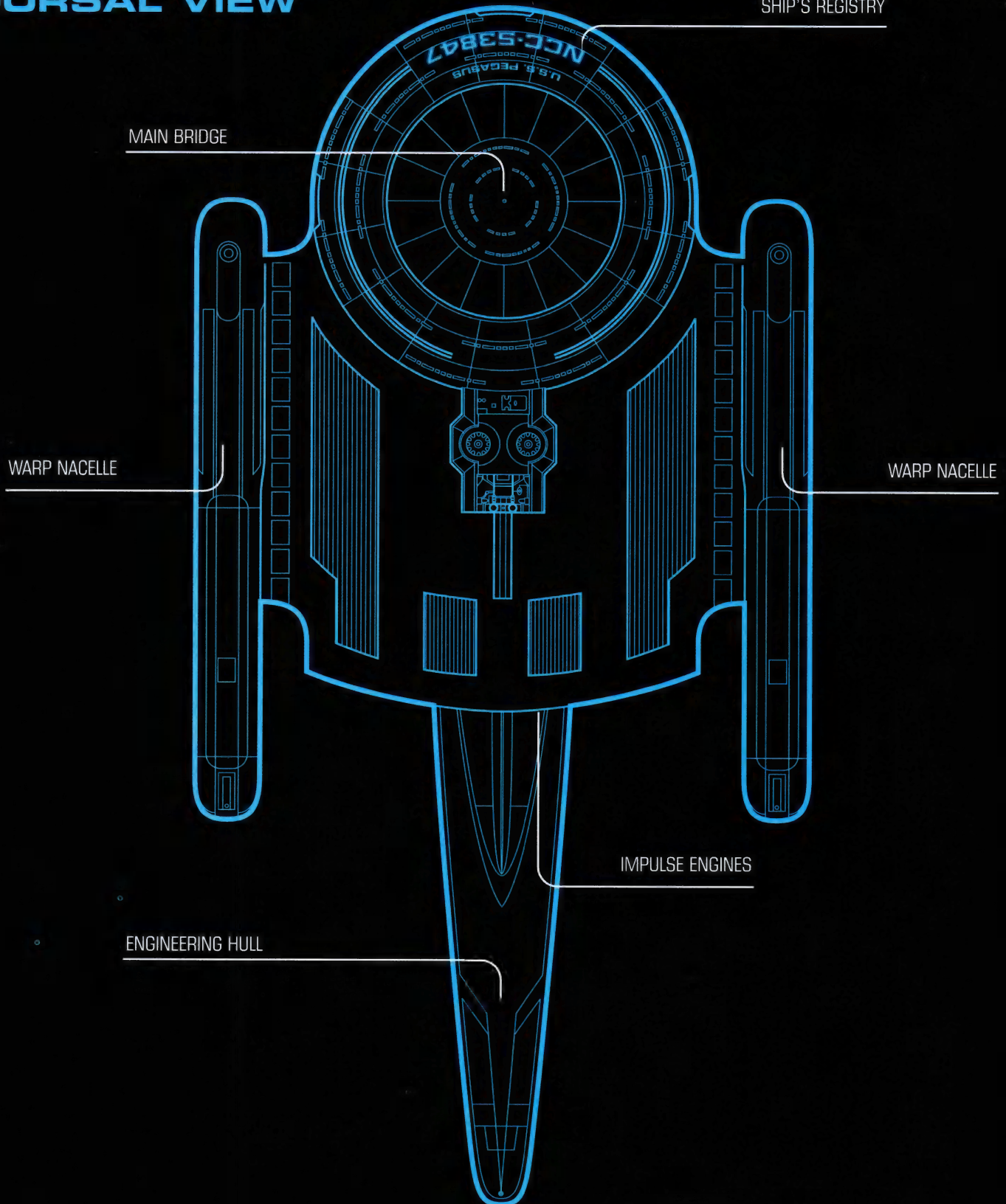
TYPE:
OBERTH-CLASS STARSHIP

REGISTRATION No:
NCC-53847

NAME:
U.S.S. PEGASUS

DORSAL VIEW

SHIP'S REGISTRY





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

OBERTH-CLASS STARSHIP

REGISTRATION No:

NCC-53847

NAME:

U.S.S. PEGASUS

The *U.S.S. Pegasus* NCC-53847 was an ill-fated *Oberth*-class prototype ship, commanded by Captain Erik Pressman. It served as a testbed for a number of experimental designs, including a highly secret — and illegal — phasing cloak.

In the annals of *Starfleet* history, few ships have attracted the same level of infamy as the ill-fated *U.S.S. Pegasus* NCC-53847.

As an *Oberth*-class vessel, with a small and compact engineering section, the *Pegasus* appeared to be the ideal test ship for a highly secret device. In 2358, the then-Captain Erik Pressman and his crew were given charge of a phasing cloak system, developed by *Starfleet* weapons engineers; it fitted into the engineering system of the ship, very close to its actual warp core. This innocent-looking plastic tube, only a meter long, threatened to jeopardize the historic Treaty of Algeron signed by the United Federation of Planets and the *Romulans* 48 years earlier.

Tactical advantage

Starfleet Intelligence had embarked upon a secret project to develop a similar system to the *Romulan* cloaking device, and the phasing cloak prototype was the result. It would, in theory, enable a ship and its crew to pass through solid objects; for a fraction of a second, the *Pegasus* would be pure energy.

The majority of Pressman's crew were unhappy with the nature of the experiment and the dangers associated with it. Most of the officers mutinied against him but even so, the cloaking device caused a catastrophic explosion. As Pressman and only eight others shot away from the ship in an escape pod, they believed they were witnessing a warp core breach — the official reason for the ship's destruction.

The remaining crew perished when the *Pegasus*, drifting out of control and phasing in and out of a solid state, became embedded in an asteroid when the power gave out and the cloak failed. Surprisingly — given *Starfleet's* usual integrity — much of the truth about the

Pegasus affair was carefully buried in the Judge Advocate General's report of Stardate 36764. The survivors kept quiet.

This was an ignominious end for the elegant *Pegasus*, but the ship's story does not end there, even if *Starfleet* wishes it did. In 2370, it is learned that the ship was not vaporized in an explosion: pieces of the wreckage have been discovered in the *Devolin* system by the *Romulans*. The now-Admiral Pressman comes aboard the *U.S.S. Enterprise* NCC-1701-D and orders the ship to salvage the wreck of the *Pegasus* if possible, and to destroy it if not. The need for secrecy is as important as it ever was, and Pressman has the full support of Admiral Ranar, chief of *Starfleet* Security; the *Enterprise's* Captain Picard is effectively kept in the dark regarding his own ship's mission.

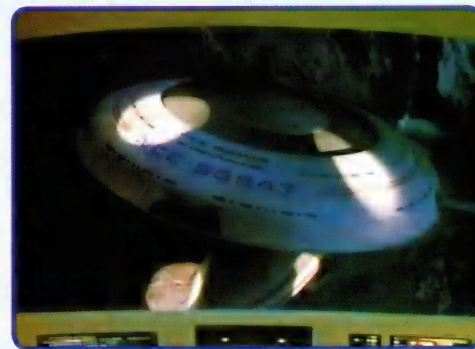
Truth revealed

The true details of this clandestine mission come out, however. Picard refuses to continue Pressman's blatant violation of the important treaty, and makes it clear to the *Romulans* that *Starfleet* will be dealt with the matter severely; Pressman and his allies in *Starfleet* security are not acting at the organization's behest. The cloaking device is beamed aboard the *Enterprise*, but the *Pegasus* itself is left in the asteroid.

The *Enterprise* crew take the illegal cloaking device back to *Starbase* 247. There, the truth will be revealed once and for all, and Pressman courtmartialed. It appears that his career in *Starfleet* is over. Without its unique device, the empty shell of the *Pegasus* remains fused with a desolate asteroid in the *Devolin* system, remaining a potent lesson in hubris, and a warning not to repeat such mistakes.



▲ Erik Pressman became obsessed with testing the *U.S.S. PEGASUS's* phasing cloak system, and ignored obvious dangers.



▲ In 2358, the *PEGASUS* drifted, phasing in and out of a solid state, until it became embedded in the wall of an asteroid.



▲ In 2358, William Riker was an ensign, only just out of *Starfleet Academy*. He stood by Pressman when the rest of the crew mutinied, but later realizes his error.



▲ Riker and Pressman return to their former ship. The admiral is still determined to salvage the vessel's phasing cloak, despite Riker's deep misgivings.



▲ Data and Geordi La Forge link the phasing cloak into the systems of the *U.S.S. ENTERPRISE*, enabling the trapped ship to escape the asteroid.

James T. Kirk and his Doubles

James T. Kirk may be one of the most unique individuals ever to serve with Starfleet, but his legendary career includes a surprising number of encounters with apparently identical replicas. Few of these doppelgängers can actually match Kirk's courage, compassion, and command capabilities, and some of them prove positively evil.

On several occasions during his illustrious Starfleet career, Captain James T. Kirk finds himself engaging in hand-to-hand combat with a foe who is his equal in every respect – none other than James T. Kirk. The captain becomes, literally, his own worst enemy when accidents or villainy contrive to duplicate a second Kirk, one who frequently desires the original's command seat, or his life.

The first Kirk versus Kirk incident takes place in 2266, while the *U.S.S. Enterprise NCC-1701* orbits planet Alfa 117. The ship's transporter is damaged by a mineral ore contamination; a single Kirk beams up from the planet, but two captains appear on the transporter pad, one after the other. They are identical in appearance, but opposites in personality and emotion. One is kind, compassionate, intelligent, and passive, while the other Kirk is ruled by lust, paranoia, and animal cunning.

The 'negative' Kirk uses the crew's trust to take what he wants, and even

assaults Yeoman Janice Rand. This Kirk wants to eliminate his 'better half' and take command of the ship. The 'positive' Kirk understands that negative characteristics, properly controlled, are essential to his command, and wants to reassimilate these qualities.

Rejoined

When the two captains confront one another on the bridge, Mr. Spock and Dr. Leonard McCoy manage to seize the dangerous Kirk, and both 'good' and 'evil' versions are rejoined in the repaired transporter. The captain is restored to his complete self once again.

The next duplicate James T. Kirk encounters is an android created later the same year. This replicant stand-in is a potential hazard to all living

PROFILE ON KIRK'S DOUBLES

2266: A transporter malfunction splits Kirk into good and evil counterparts. He learns that his success relies on both sides of his personality.

2266: Dr. Roger Korby creates an android duplicate of the captain which he hopes will take over the *U.S.S. Enterprise NCC-1701*.

2267: A transporter surge brings the mirror universe Captain Kirk onto the *U.S.S. Enterprise*, while the primary Kirk is sent to his brutal counterpart's world.

2267: The criminally-insane Garth of



▲ On a number of occasions, James Kirk has found himself face to face with a very familiar set of features: his own.

Izar uses his shapechanging abilities to impersonate Kirk in order to escape a rehabilitation colony on Elba II.

2293: On Rura Penthe, a shapeshifter copies Kirk's appearance in order to prevent a bewildered Dr. McCoy from taking sides in its fight with the real captain.

DOUBLE TROUBLE

★ Android

Obsessive scientist Dr. Roger Korby uses ancient technology from the planet Exo III to create an android replica of the captain.

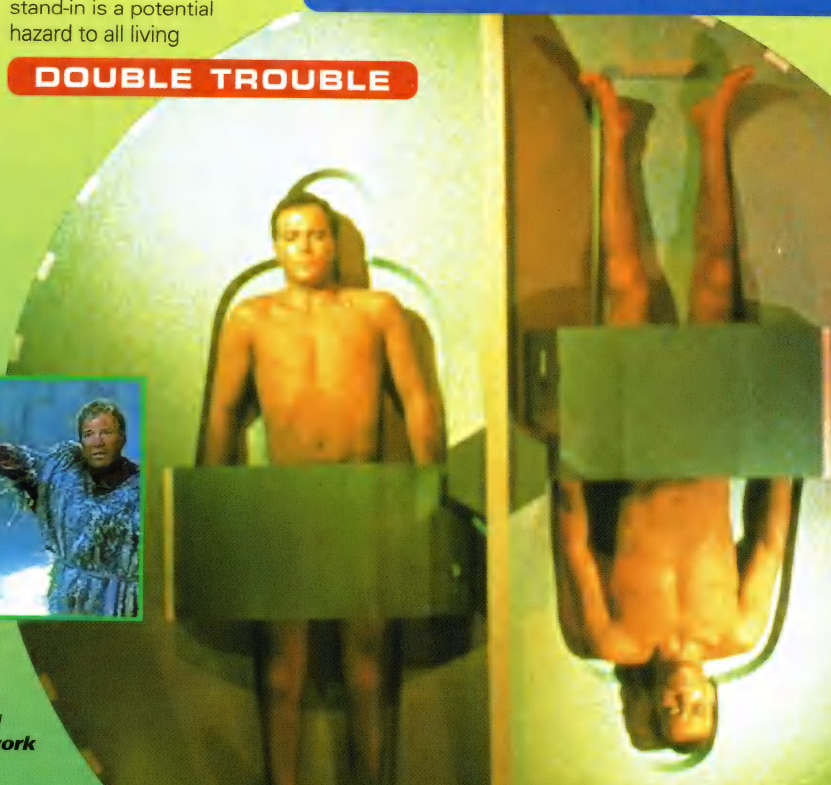
★ Shapeshifter

Garth of Izar, a former Starfleet hero, assumes the form of Captain Kirk in 2268. The real Kirk finds himself engaged in a brutal struggle with his evil 'twin.'



★ Impostor

On the Rura Penthe penal colony, Kirk's appearance is duplicated by the chameleon Martia. Dr. McCoy tries to work out which is the real Kirk.



James T. Kirk and his Doubles



★ Double vision

When Garth of Izar impersonates Kirk, Mr. Spock has to choose between two identical captains. The real Kirk's selfless concern for his ship undermines Garth's deception.

beings; earlier versions of this machine life form were responsible for the end of civilization on the planet **Exo III**. The Kirk android is fabricated by **Dr. Roger Korby**, who has been studying the ancient Exo android technology. Korby's creation is capable of fooling **Nurse Christine Chapel**, and passes every memory test put to it by the biological Kirk.

Korby sends the ersatz Kirk to the *Enterprise*, unaware that during the android's manufacturing process, the real Kirk tainted its personality with animosity toward Mr. Spock. Kirk is certain that the moment the android calls Spock a half-breed, the **Vulcan** will know he is not in the presence of the real James T. Kirk and take steps to effect a rescue. Events unfold as Kirk had hoped, and the android

doppelganger is destroyed at the hands of **Andrea**, another of Korby's synthetic beings.

Kirk's counterpart

In 2267, an unexpected power surge in the transporter delivers a Kirk copy from a parallel universe. This **mirror universe** Kirk looks like the captain, but his harsh life has made him cruel and aggressive. He is immediately put in the brig by Spock, and remains there until he is returned to his own universe, exchanged for the Captain Kirk of the **Federation's** reality.

Perhaps the most frightening counterfeit Kirk hails from the planet **Elba II**, site of a Federation penal colony for the criminally insane. **Garth of Izar**, an inmate, has secretly mastered the art of shapeshifting, taught to him by a

"I've seen a part of myself no man should ever see."

★ Insulting behaviour

The android duplicate of Captain Kirk comes aboard the **U.S.S. ENTERPRISE** and convincingly interacts with the crew; only Mr. Spock suspects that something is wrong, when the false captain calls him a "half-breed."



— a 'restored' Captain Kirk to Dr. McCoy

despite verbal tests, separate friend from foe. Spock's hesitation prompts a fist fight between the two frustrated doppelgangers, until one of the Kirks finally tells Spock to shoot them both to ensure the safety of the *Enterprise*. Realizing that only the true Kirk would sacrifice himself to save the ship, Spock fires on the other captain, who falls unconscious and reverts back into Garth.

Chameloid confusion

The final encounter with a Kirk lookalike takes place in 2293 on the remote, icy planetoid of **Rura Penthe**, a **Klingon** penal colony. Placed there as punishment for alleged involvement in the murder of **Chancellor Gowron**, Kirk and McCoy are led out of the prison complex and into a trap by a **chameloid** shapeshifter named **Martia**. This extraordinary being is first encountered in a female form, but changes into Kirk to prevent McCoy from taking sides while it and the real captain fight hand-to-hand. This time the battle is stopped by Martia's accomplices, who kill her once they arrive.

James T. Kirk dies in 2371 on the planet **Veridian III**, but an 'echo' of him lives on forever in the space-time phenomenon known as the **Nexus**, where he has resided for the previous 78 years and a fragment of his essence will always remain. This duplicate embodies Kirk's finest qualities far more than the other doubles encountered by the captain during the course of his eventful, exciting life.

KIRK'S DARK HALVES

Two captains

On two different occasions, transporter difficulties on the **U.S.S. Enterprise** bring the ship's crew into contact with an evil version of their captain. In 2266, a system malfunction caused by a magnetic ore contamination from the planet **Alfa 117** creates Kirk's first 'dark half' — a swaggering, overconfident bully with a taste for beautiful women and Saurian brandy. The mirror universe Kirk encountered the following year is a violent and brutal man who similarly inverts many of the captain's finest qualities.



◀ Prisoner

The 'mirror' Kirk is a vile, blustering tyrant. Spock immediately recognizes that this is not his Kirk, and places the captain and his crewmates in a holding cell.

◀ Alter-ego

Kirk's evil half is enraged when he realizes he is not a whole human being. The real captain feels just as bereft; without his darker impulses, he becomes vague and indecisive.

Gul Madred

Gul Madred is typical of many of the so-called heroes of the Cardassian military. He uses the hardships of his own childhood as an excuse to justify his brutality toward others — a useful skill in his profession as a torturer.

The **Cardassian** military officer **Gul Madred** is an intriguing individual, at once both cultured and ruthless. He appreciates art and fine foods, and displays a sensitivity and intuition that make him a kind father and keen intellectual partner — and an effective torturer and brainwasher.

Like **Jean-Luc Picard**, captain of the **Federation** starship **U.S.S. Enterprise NCC-1701-D**, Madred bears a strong interest in archeology. According to Madred, Cardassia boasts "some of the most ancient and splendid ruins in the entire Galaxy." In particular, he admires the artifacts of the burial vaults of the **First Hebitian** civilization; when unearthed 200 years previously, they were said to have contained unimaginably beautiful treasures made of the rare and breathtaking stone **jevonite**. Few artifacts remain intact, however,

having been plundered by an impoverished Cardassian society beleaguered by years of warfare.

Madred is not a scholar by profession but a soldier. He is a high-ranking officer in the Cardassian military, and works mainly as an interrogator for Cardassian intelligence; however, as his interview techniques disregard interplanetary agreements regarding the treatment of prisoners of war, such as the **Seldonis IV Convention**, he may more accurately be labeled a torturer. In a disturbing display of both his artistic sensibilities and his ruthlessness, he can admire the beauty of a jevonite-encrusted dagger while using it to strip a prisoner of their clothing and dignity.

Return to glory

Madred mourns the lost art and culture of his people, but he eschews Cardassia's more peaceful, spiritual past. He sees it as a time of intense suffering,

PROFILE ON GUL MADRED

NAME: Madred

LIFE FORM: Cardassian male

AGE: Unknown

RANK: Madred holds the rank of gul in the Cardassian military.

HOBBIES: Archeology

FAMILY: At least one daughter.

POSITION: Madred is employed to interrogate enemies of the Cardassian Union. He has a fearsome reputation, and his barbaric techniques can break the spirit of even the bravest prisoners.

FIRST SEEN: 'Chain of Command', Parts I and II (TNG)



▲ Madred commits acts of unspeakable brutality against prisoners of the Cardassian Union, but he is equally capable of acts of kindness toward his young daughter, Jil Orra.

MADRED'S MANY FACES

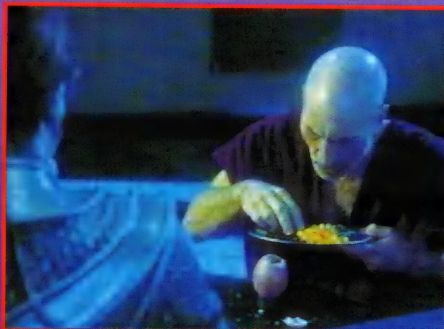


★ Formidable enemies

Madred is not intimidated in the slightest by the fact that his prisoner is Starfleet's most famous captain, Jean-Luc Picard of the U.S.S. ENTERPRISE.

when Cardassians were starving by the millions, bodies were left unburied, and disease was rampant. Hundreds of thousands of lives have been lost in the brutal wars fought since the military takeover, but Madred nonetheless credits the military with Cardassia's recovery. He cites as evidence the

★ Pain
Gul Madred controls a remote device that can cause Captain Picard unspeakable pain when it is used. The prisoner is not allowed to forget that Madred is the master here.



★ Starvation tactics

Madred will starve his prisoners, often making them watch while he eats his own meals. He will then feed them as an act of 'kindness,' to win their favor.

SEE OTHER FILES...

THE CARDASSIAN UNIONFile 13

FERengi PERSONNELFile 51

STAR TREK:

THE NEXT GENERATIONFile 69

Gul Madred



★ Ringside seat

Madred thinks nothing of letting his young daughter Jil Orra watch as he tortures Picard.



★ Detached

Madred's actions seem to cause him little, if any, remorse.

territory gained in the wars, the resources developed in the pursuit of war technology, and the agricultural and rebuilding programs instituted by the military regime.

Madred has reason to be bitter about Cardassia's impoverished past. He grew up in a band of homeless children on the streets of **Lakat**, struggling desperately to survive. Memories of those years haunt him. "We were thin, scrawny little animals," he recalls, "constantly hungry, always cold. We slept together in doorways like packs of wild **gettles** for warmth."

One of his most harrowing

"Where did peace and spirituality get us? People starved by the millions ... Suffering was unimaginable ... But we [the military] are feeding the people ... That is what the military has done for Cardassia!" — Gul Madred

★ Excuse

Madred tells Picard about the hardships of his childhood, as if this excuses the brutal methods of interrogation he now uses.



★ Instruments

The brutal Madred uses a combination of psychological and physical torture to break the spirits of his unfortunate victims.

memories illustrates not only his desperation, but his resolve. As a boy of six, he found a nest of three **taspar eggs**. The eggs were like a treasure to the starving, homeless boy, and he slurped down the contents of one egg raw, even though most people grow ill at the sight of raw **taspar**. He planned to save the other two eggs, which would have kept him alive for a week, but an older boy saw the eggs and wanted them. He had to break Madred's arm to get them.

Family man

Madred is the very proud father of a young daughter, **Jil Orra**, a child of about eight years old. He endeavors to provide the little girl with everything that he himself lacked while growing up, but he nonetheless professes surprise at the depth of his love for her. "It's



amazing, isn't it, the way they are able to sneak into your heart?" he muses. "I must admit I was completely unprepared for the power she had over me from the moment she was born." His manner with his daughter is loving and gentle, and Jil Orra is not the least bit intimidated by her powerful father or his profession. He regularly reads his daughter bedtime stories, and has helped her learn to respect living things by teaching her how to care for a recently-weaned **wompat**.

Madred's respect for living things does not, however stretch to prisoners. Like all Cardassian children, Jil Orra has been taught from the time she could crawl about the enemies of their race – and that enemies deserve their fate. When she asks if humans have mothers and fathers, Madred assures her they do, but adds that human mothers and fathers do not love their children as Cardassians do. "They're not the same as we are," he tells her.

As an interrogator, Madred employs a combination of physical and psychological means to dominate the body and mind of his prisoner. Physical techniques vary from electronic devices and chemical truth serums to more rudimentary methods, such as a device that delivers pain electronically. A small device is implanted inside the body of the prisoner via an incision in the chest,

and the operator can use a **PADD** to deliver variable levels of pain to any part of his prisoner's body. Even the lowest setting is enough to knock a man off his feet.

Madred's style as a torturer reflects his cultivated manner, and elevates him from mere brute to a man who can insinuate his will into others. His charm, culture, and intelligence make the prisoner want to be his friend. Their chest will often bear an implanted torture device, but they almost believe him when he holds up the **PADD** and says, in his dulcet tones, "Forgive me. I don't enjoy this, but I must demonstrate. It will make everything clearer." By the end of his brutal demonstration, Madred owns the very souls of those in his charge.

A victim of Gul Madred's interrogation practices in 2369, Jean-Luc Picard suggests that the gul derives satisfaction from his work because he wants to repay others for his years of misery as he was growing up. Torture has no practical value, having been proven an ineffective method of obtaining intelligence, and so the **Starfleet** captain's analysis of this refined and evil man could be very near the truth.



★ Open space

Madred's office is vast but very spartan, leaving his prisoners feeling vulnerable and exposed.

FOUR LIGHTS OR FIVE?

Psychological torture

Gul Madred's subjugation of Jean-Luc Picard is an exercise in intellectual manipulation. Madred believes that it is not enough to break a man's spirit – the prisoner must also come to accept the 'wisdom' of the Cardassian state. Picard is harshly punished whenever he fails to agree with Madred that there are five white lights in his office; the reality is that there are four. Picard later admits to Deanna Troi that by the end of his ordeal, he was starting to accept Madred's version of reality – he had begun to see the five lights.

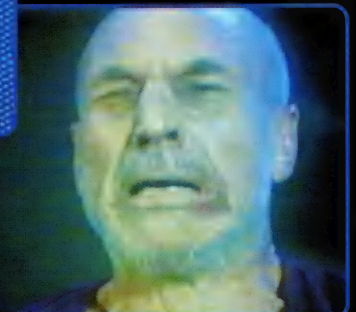


▲ Persuasion

Gul Madred uses both physical and psychological torture to sap the will of his prisoners. He tries to persuade Picard that he can see five lights, not four.

▼ A broken man

Madred brings Picard to the point of total capitulation, but the captain's Starfleet colleagues negotiate his release in the nick of time.



Nona

Nona is an ambitious temptress with a voracious appetite for power. She uses her skills as a Kahn-ut-tu medicine woman to manipulate the peaceful hill people for her own ends.

Nona is the powerful and seductive humanoid wife of Tyree, a brave hunter and leader of the primitive hill people.

Their Class-M world has an Earth-like atmosphere, and its inhabitants – including the hill people and the villagers – are thought to be naturally peaceful and tranquil.

Nona is one of the rare Kahn-ut-tu, the local witch people who have studied the planet's indigenous roots and herbs, and use them for healing and other purposes. In Nona's case, her Kahn-ut-tu 'spells' and incantations enable her to manipulate and control Tyree, and to further her ambitions to seize power.

Nona stands in stark contrast to the other hill

people, as she is scheming, aggressive, and impatient. She is possessed of great beauty, with smooth copper skin and long black hair, which is knotted in thin braids on either side and cascades down her shoulders. She is also a fierce and cunning fighter, always armed with a long, curved knife. Because she is Tyree's wife, and appears to be the only woman living among the hill people, she commands great respect.

Enchantress

Nona wants Tyree, to whom she admiringly refers as her "huge angry man," to emerge as the planet's leader. She once cast a spell on him in order to make him her husband, and she warns him that she has other spells that help her to

PROFILE ON NONA

NAME: Nona

LIFE FORM: Humanoid female.

RACE: Member of the hill people on Tyree's planet.

MARRIED: To Tyree, a tribal leader; she claims to have used her magic to make him love her.

TITLE: Kahn-ut-tu, or medicine, woman.

REMARKS: Nona is capable of effecting cures and casting spells using medicinal herbs and roots. She often uses these for her own ends.

FIRST SEEN: 'A Private Little War' (TOS)



▲ Nona's extraordinary beauty is matched only by her ambitious, manipulative nature. She desires power above all else, and has no qualms about using her mystic powers as a Kahn-ut-tu woman to gain the support and help of the men around her.

SEARCHING FOR POWER



★ Mystic incantations

Nona snared Tyree, her husband, with her 'witch spells,' and she continues to use them to influence his judgment.

★ Frustrated

Nona becomes angry with Tyree when he refuses to rise up and take advantage of the advanced weapons offered by Captain Kirk, which would let their people defeat their Klingon-backed rivals, the villagers.



★ Betrayal

When Nona does finally get her hands on a phaser, she betrays her people by offering it to their enemies, but the villagers believe she is trying to lure them into an ambush.

OTHER CARDS IN THIS FILE...

- 12 MARTA: ORION ANIMAL WOMAN
- 19 ZARABETH

SEE OTHER FILES...

STAR TREK:

The Original SeriesFile 68

Nona

keep him. For example, during what Tyree refers to as the "night of madness," Nona used a simple leaf to drive him nearly crazy with passion for her beauty.

Nona also uses her 'powers' to help save the life of **Captain Kirk** after he is bitten on the planet by a **mugato**, an ape-like carnivore with poisonous fangs. As a **Starfleet** lieutenant, Kirk conducted his first planetary survey on this world 13 years before and compared the planet to paradise, but finds himself prey to two deadly predators upon his return.

Pursuit of power

When the villagers begin using flintlock weapons – supplied by the **Klingon Empire**, which wishes to control the planet and its vast resources – Nona urges Tyree to fight back by acquiring the same "**fire sticks**." Tyree feels that, in time, the villagers will return to their friendly ways, but Nona disagrees.

She believes that if the hill people had fire sticks, rather than spears and arrows, they could take the villagers' houses and goods. However, Nona sees **Dr. Leonard McCoy** use a **phaser**, she realizes that such weapons are far more powerful than fire sticks, and hatches a nefarious plan.

Nona tells Tyree that she will only save Kirk's life if he agrees to tell her everything he knows about Kirk. She then uses this information against the *Enterprise's* captain, by enchanting him with a **mahko root**, a native plant with mystical powers. This extracts the mugato's poison and puts Kirk under her spell.

According to Tyree, when a man and woman are joined together in this manner, the male cannot refuse the female's

wishes. Nona's wish is for Kirk to give Tyree and the hill people advanced weapons with which to fight the villagers.

Nona sees her manipulation of men as a way of satisfying her lust for power. When Captain Kirk hesitates in supplying the advanced weaponry and tries to explain the reasoning behind the **Prime Directive**, Nona is full of contempt. She feels that the hill people must fight the villagers or die. Angered at Kirk's refusal, she asks him if he would let Tyree die when he has weapons to make him powerful.

Downfall

Nona's bold and greedy ways ultimately lead to her demise. When Captain Kirk comes to talk to her, she reveals that he is there "because I wished you here." She goes on to seduce the captain, and ultimately steals his phaser after an attack by another mugato.

Taking the phaser to a hunting party of villagers, Nona proclaims that she has brought them victory



★ **Feminine wiles**
Nona tries to acquire some phasers from Captain Kirk, first by casting spells and then by seducing him.



★ Irony

Nona's death finally leads to what she wanted all along – Tyree acquiring more advanced weapons to fight the villagers.

in their struggle against the hill people. But the villagers do not believe her, seeing her as a Kahn-ut-tu prize to be divided up among themselves. They proceed to ravage her, but when Tyree and a party of hill people appear, the villagers believe they have been tricked by Nona and stab her. A grieving Tyree swears vengeance for his wife's death and changes

his position, asking Kirk to supply him and his men with fire sticks.

In the end, Nona emerges as a highly manipulative and treacherous woman. Despite her beauty and her Kahn-ut-tu abilities, her hunger for power overwhelms any good qualities she may once have possessed. She is ultimately successful in getting the **Federation** to arm the hill people, but Captain Kirk does this only in order to restore the balance of power on the planet. Nona pays the price of ambition with her life.

"They kill your people! I am a Kahn-ut-tu woman. In all this land, how many are there? Men seek us, because through us they become great leaders."

— Nona to Tyree

WITCH DOCTOR

Spellbound

Nona is capable of using her Kahn-ut-tu healing powers to save Captain Kirk's life when he is infected by the usually fatal bite of a mugato, a vicious ape-like animal. However, Nona is only prepared to treat Kirk if Tyree agrees to tell her all about the starship captain. She is then able to use this information to cast a spell on Kirk, putting him under her control. After having Tyree cut her palm, she uses a mahko root, a mysterious native plant that "moves for those who know how to use it," to extract the mugato's poison. The cure is ritualistic and involves Nona mixing her blood with Kirk's, this saves his life but also makes him vulnerable to Nona's demands. She wants

him to give the hill people fire sticks so that they can defeat their enemies, and she can have absolute power.



▼ Sorcery

Using a mahko root, Nona employs Kahn-ut-tu folk medicine to blend her blood with Kirk's and heal the usually fatal mugato bite.

▲ Finding a cure

Captain Kirk is bitten by a mugato, an animal with a particularly toxic venom. Dr McCoy is unable to provide a treatment, and must rely on Nona and her powers to extract the poison.



Gary Seven's Equipment

An apparently innocuous office in a 1968 New York City skyscraper is actually the cover for **Gary Seven**, an agent for a mysterious alien power that monitors the progress of developing species across the Galaxy. Gary is aided in his assignment by an array of technology more advanced than that of the **Federation**.

Supervisor 194, otherwise known as **Gary Seven**, arrives on Earth in order to check on the progress of two other agents of his alien masters. Discovering that they have been killed in an automobile accident, he elects to continue on in their place. In order to complete his mission, he uses a series of devices, many of which are built into the structure of his office in Apartment 12B at 811 East 68th Street, New York City.

Advanced technology

The largest systems available to Gary Seven are an advanced matter transportation unit and the **Beta 5 computer**. Gary's **transporter** is unlike any in use in 23rd-century **Starfleet**; it is hidden in the framework of a large walk-in safe, which itself is hidden behind a cabinet of glasses. When activated, the safe doorway fills with a blue-black energy vortex, which has a similar appearance to mist; by walking through the vortex, Gary is transported to his desired location. The device appears to be able to beam subjects across distances of light years in seconds.

Destinations can apparently be programmed by manipulating a series of dials on the inner face of the safe door, or by commands from the Beta 5 computer. The latter is a highly-advanced artificial mechanism capable of retrieving and manipulating data of all kinds; considering its temporal location in the late 1960's, before the invention of systems such as the Internet, its capabilities are formidable. The Beta 5 possesses a voice interface and a rudimentary personality.

The control console for this unit is concealed behind a bookcase, and comprises four distinct display screens and a slot for an advanced **replicator** unit. The Beta 5 unit is

also equipped with **exceiver** circuits, which appear to have the ability to affect mechanical and electronic devices from great distances. Operation of these circuits is, however, a complex and time-consuming process.

Two more advanced devices feature in the outer office. One appears to be a normal 1960's manual typewriter, but with the activation of a control on its side, it enters voice-activated mode,

and can type every word spoken by its user. It even translates inference and stresses in dialogue.

Gary Seven carries one item of alien technology on him at all times. It resembles a common pen in its inactive mode, but the **servo** is a multipurpose tool and weapon with three offensive settings – some of which are witnessed by **Captain Kirk** and his crew aboard the temporally-displaced **U.S.S. Enterprise NCC-1701** in 1968.



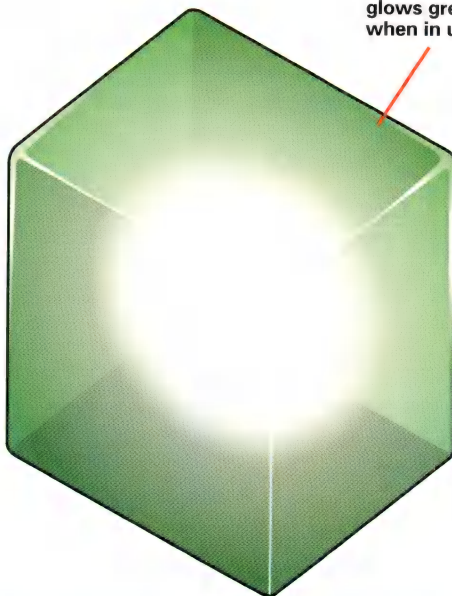
▲ Gary Seven alters the setting on his penlike servo device by twisting the central collar section. It is a deadly weapon that can kill with a single blast.



▲ Gary can communicate with the computer in the next room via a small, glowing green cube on his desk. The Beta 5 computer to which it is attached is centuries ahead of the Earth systems of the 2260's.

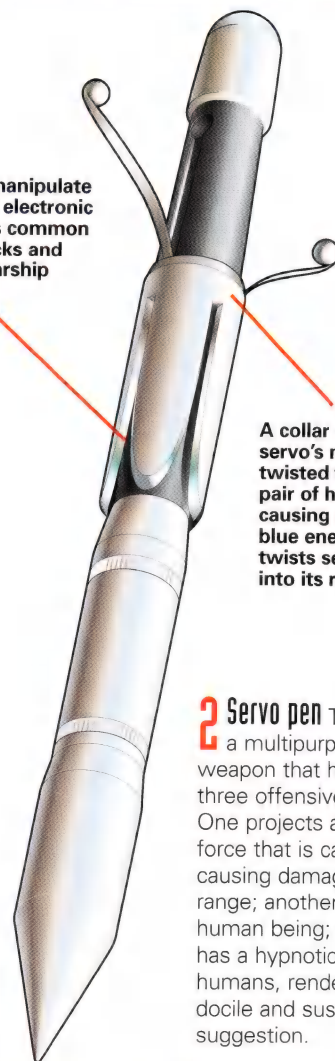
ADDITIONAL EQUIPMENT

1 Computer interface The small, green translucent cube on **Gary Seven's** desk is a slave terminal linked to the **Beta 5 computer**. The cube glows when touch-activated, and relays orders and comments to and from the Beta 5 unit in the next room. It is also equipped with an advanced sensor, capable of carrying out and analyzing detailed scans.



The interface unit glows green when in use.

The servo can manipulate mechanical and electronic devices, such as common 20th-century locks and 23rd-century starship brig forcefields.



A collar ring on the servo's midsection is twisted to extend a pair of hidden prongs, causing a sparkle of blue energy. Further twists set the device into its required mode.

2 Servo pen The **servo** is a multipurpose tool and weapon that has at least three offensive settings. One projects an invisible force that is capable of causing damage at short range; another can kill a human being; and a third has a hypnotic effect on humans, rendering them docile and susceptible to suggestion.



EQUIPMENT AND TECHNOLOGY

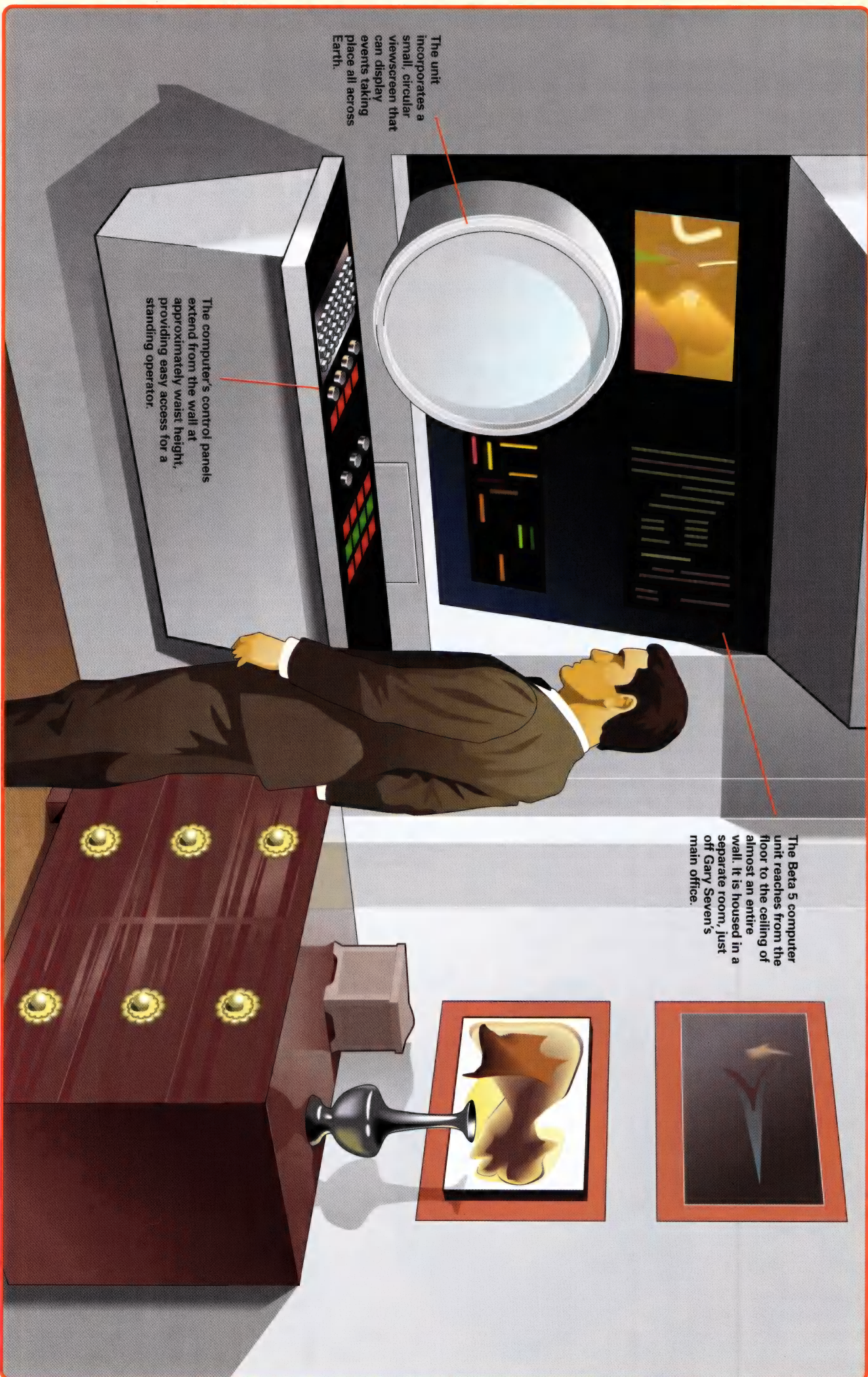
FILE 66 CARD 26

Gary Seven's Equipment

The unit incorporates a small, circular viewscreen that can display events taking place all across Earth.

The computer's control panels extend from the wall at approximately waist height, providing easy access for a standing operator.

The Beta 5 computer unit reaches from the floor to the ceiling of almost an entire wall. It is housed in a separate room, just off Gary Seven's main office.





FILE 74 STAR TREK III: THE SEARCH FOR SPOCK

STAR TREK III: THE SEARCH FOR SPOCK

Part 5 Admiral James T. Kirk is devastated by the death of his son, David Marcus, but manages to put aside his grief for long enough to foil a Klingon takeover of the *U.S.S. Enterprise NCC-1701* — by blowing his beloved starship to bits.

'STAR TREK III: THE SEARCH FOR SPOCK'

"On the planet below, I have three prisoners from the team who developed your doomsday weapon. If you do not surrender immediately, I will execute them, one at a time, as enemies of Galactic peace!"

— Commander Kruge to Admiral Kirk

Commander Kruge starts to wonder why Admiral James T. Kirk has not finished off his Klingon opponents — the *U.S.S. Enterprise NCC-1701* outguns Kruge's *Bird-of-Prey* by 10 to one. Maltz suggests that Kirk may be seeking a truce, but Kruge has no intention of striking a peaceful compromise. He orders his men to bring Kirk's image up on screen.

The admiral warns Kruge that he is in violation of the treaty between the **United Federation of Planets** and the **Klingon Empire**. His very presence in this territory is an act of war; Kirk grants Kruge two minutes to surrender, or risk being destroyed.

Krug is not such an easy mark; he suspects that Kirk is hiding something. Kruge tells the admiral to save his lecture on treaty violations, since the Federation, by creating the ultimate weapon, have themselves become a gang of intergalactic criminals. Kruge goes on to insist that Kirk surrenders. If the admiral fails to do so, Kruge will kill the prisoners he is holding captive on the **Genesis Planet**.

Father and son

In response, Kirk demands to know his opponent's identity, but Kruge refuses. He does, however, let Kirk speak to the prisoners. Lt. Saavik advises Kirk that a **Vulcan** scientist of his acquaintance is alive and with them, but not himself. When **David Marcus** is allowed to speak, he confesses to his father — without letting the Klingons know that they are related — that he failed. Genesis is unstable, and he is shocked anyone would want to kill for it.

Krug announces that he will have one of the prisoners murdered immediately, to prove that he means what he says. Kirk implores him to wait, but Kruge issues the order anyway. A Klingon soldier passes ominously by each prisoner before deciding that Saavik will take the fatal blow. He raises his knife, clicks the handle so that two additional blades snap out, and brings it down to stab Saavik.

David jumps him from behind and the two fall to the ground, struggling violently. Ultimately, the Klingon proves to be the stronger of the two; he pins David down long enough to deal him a lethal blow.

It is Saavik who delivers the terrible

ON SCREEN...



1 Admiral Kirk tries to persuade Kruge to surrender, but the Klingon suspects that the *U.S.S. ENTERPRISE* may no longer have a tactical advantage.



2 Kirk is allowed to briefly speak to the prisoners on the Genesis Planet. Lt. Saavik subtly informs the admiral that his old friend, Spock, has been reborn.



3 Krug orders one of his soldiers to murder a prisoner, in order to demonstrate to Admiral Kirk the seriousness of the situation.



4 Kirk's son, Dr. David Marcus, tries to protect Saavik. He wrestles the Klingon to the ground but, after a fierce struggle, David is killed by the warrior.



5 Lt. Saavik breaks the sad news to Admiral Kirk that his son has been killed. Kirk is grief-stricken, but he bravely continues with his struggle against Krug.



6 Krug orders a group of armed Klingon warriors to board the *U.S.S. ENTERPRISE*, so that the secret of Genesis can be downloaded from the ship's computers.





STAR TREK III: THE SEARCH FOR SPOCK Part 5

news to Kirk. The admiral breaks down, crying out, "You Klingon bastard, you killed my son!" Commander Kruge demands that Kirk now surrender; the remaining two prisoners will otherwise die.

Krue orders his subordinate, **Torg**, to prepare a heavily-armed boarding party. Kirk instructs the Klingon commander to prepare to board his vessel on his next signal, and Krue sends his men to the **transporter room**, ready to beam aboard the *Enterprise* and assume control.

On the **Starfleet** vessel, Kirk sends **Dr. McCoy** and **Mr. Sulu** to the transporter room as he, **Scotty**, and **Commander Chekov** take their seats at the computer. Kirk requests security access and then initiates the ship's self-destruct sequence. Mr. Scott, who is a commander and the *Enterprise's* chief engineer, continues with Destruction Sequence Code 2, followed by Chekov with Code 3. Kirk completes the sequence and the computer begins a final, 60-second countdown to the fiery end of the once-proud Starfleet vessel.

A surprise for the Klingons

The Klingon soldiers transport onto the *Enterprise*, then march off to secure the ship and take their prisoners. They pass through chamber after smoky chamber, and down corridor after long empty corridor, before arriving at the bridge. Torg contacts Krue on the *Bird-of-Prey*, telling him that the ship appears to be deserted; the only sound that can be heard is the computer softly speaking. Krue promptly demands to hear what it is saying, and immediately recognizes that the sound of "10, 9, 8 ..." signifies a countdown to self-destruction. He screams for his men to get out of there – but his warning comes too late.

Deafening explosions barrel out as chamber by chamber, engine by engine, the *Enterprise* begins to self destruct. After arriving on the Genesis Planet, Admiral Kirk begins to doubt the wisdom of his drastic action. His old friend, Dr. McCoy, assures him that he's done what he always does – turn death into a fighting chance to live. In effect, he reprogrammed the **Kobayashi Maru** once again.

The planet continues to die: the ground trembles, trees uproot, and rock formations rattle from within. Sulu takes scans, and reveals that its core readings are unstable and changing rapidly. **Tricorders** signal the direction of life forms, and the crew quickly follows them.

Just ahead, the reborn Spock is doubled over in agony. The Vulcan's face and body are mutating and aging rapidly; it seems that his biological processes are somehow linked with the deteriorating planet around them.

A worried Kirk finally arrives at the side of his greatest friend, and rushes Dr. McCoy

over to examine him. The doctor confirms that although Spock's body is suffering, his mind is a void; he must have handed it over in its entirety during the **mind-meld**. Lt. Saavik tells Admiral Kirk that the only thing he can do to help Spock now is get him off the Genesis planet – fast.

ON SCREEN...



7 Shortly before Krue sends an armed boarding party onto the U.S.S. *ENTERPRISE*, Kirk initiates the ship's autodestruct sequence.



8 As the autodestruct countdown continues, Kirk and his loyal crew prepare to transport down to the surface of the Genesis Planet.



9 Torg and his men reach the U.S.S. *ENTERPRISE* bridge just moments before the destruction countdown reaches zero. Krue urgently tells them to leave.



10 Internal explosions begin to rip through the whole of the U.S.S. *ENTERPRISE*, trapping the Klingon warriors on the fatally-damaged ship.



11 From the safety of Genesis, the U.S.S. *ENTERPRISE* crew watch as their ship goes down in flames. Dr. McCoy reassures Kirk that he has done the right thing.



12 Both Spock and the Genesis Planet continue to deteriorate. Lt. Saavik advises Kirk that Spock needs to be transported away immediately.

STARSHIP FACTS

A Kirk regretfully gives the U.S.S. *ENTERPRISE* computer his final code for the self-destruct sequence: zero, zero, zero, destruct zero.

A Kirk's hatred of the Klingons for killing his son is later used against him, as 'evidence' that he was party to Chancellor Gorkon's murder.



'One'

The *U.S.S. Voyager NCC-74656* faces a vast obstacle on its journey home: a Mutara-class nebula with a lethal radioactive field. The crew enter stasis chambers for the month-long journey through, leaving **Seven of Nine** in charge of the ship with only the **EMH** for company.

'ONE'

"We've come 15000 light years. We haven't been stopped by temporal anomalies or warp core breaches or hostile aliens, and I'm damned if I'm going to be stopped by a nebula."
— Janeway to Seven

On the holodeck, the **Holographic Doctor** coaches **Seven of Nine** in the art of conversation. The former drone finds the simulation irrelevant, preferring instead to retreat to sickbay for her daily medical.

Meanwhile, the *U.S.S. Voyager NCC-74656* approaches a vast Mutara-class nebula with a lethal radioactive field. As the starship enters, the crew experience sudden pain and severe burns, necessitating a swift retreat.

The nebula is too vast to go round. It will take only a month to travel through, but the crew would not survive the effects of the **subnucleonic radiation**. The Doctor suggests that the crew be put into stasis chambers for a month, while he and Seven of Nine, who is unaffected by the radiation, take *Voyager* through the nebula.

After holding a briefing to discuss the matter with her senior officers, **Captain Janeway** reluctantly agrees. **Commander Chakotay**, however, has reservations about leaving their **Borg** drone in control of *Voyager*. Can she be trusted?

Isolation

Janeway lectures Seven on the responsibility with which she is being entrusted, and warns her that she may find it an ordeal. As a drone once linked to the collective, Seven may find that she is overcome with loneliness on an empty ship.

Once the crew has entered stasis, Seven develops an efficient routine to keep *Voyager* running smoothly. The Doctor observes, however, that she soon becomes irritable with just his company, and orders her to attend another simulation in the holodeck to relax. This plan fails when Seven starts to converse with holograms of Captain Janeway and **Neelix** on such matters as how to recalibrate the warp field to counteract the nebula's harmful effects.

The nebula's radiation soon has an adverse effect on the ship's systems: the **bio-neural gel packs** malfunction and send incorrect signals about a failure in the antimatter storage tanks.

The Doctor's **mobile emitter** also fails, confining him to sickbay. It is now up to Seven of Nine to run *Voyager*, but the former drone is beginning to doubt that she can last on her own. Seven experiences strange and

ON SCREEN...



1 The *U.S.S. VOYAGER* enters a vast nebula, but the subnucleonic radiation has harmful effects on the crew, even causing a fatality on the bridge.



2 The EMH suggests that the entire crew be put into suspended animation during their voyage through the nebula, but Captain Janeway has her doubts about this plan.



3 Janeway warns Seven that she may find it difficult to adjust to the isolation on board *VOYAGER*; with the crew in stasis, she will have only the Doctor for company.



4 The crew enter the stasis chambers for their month-long journey through the Mutara-class nebula. The Doctor assures Janeway that they are in good hands.



5 Seven attempts to ignore the isolation on board by establishing an efficient daily routine. She takes her nutrition alone in the darkened mess hall.



6 The Doctor orders Seven to attend another simulation in the holodeck, to relax with holograms of the crew, but the drone's mind remains focused on her work.



'One'

vivid dreams that she is lost and alone in a vast frozen wasteland – the nebula has also begun to affect her Borg implants. Seven imagines she can hear some of the crew calling for help from their stasis chambers.

The ship's systems now require constant maintenance in order to avoid the disastrous effects of the nebula's radiation. Suddenly, the computer reports a proximity alert. A small alien vessel is approaching. Its pilot, **Trajun Lotaric**, hails Seven, and is allowed to beam aboard to trade a supply of liquid helium for a **microfusion chamber**.

Seven becomes uncomfortable in the alien's presence, as Lotaric initially claims ignorance of the Borg, but later taunts the drone about her isolation from the collective. Seven escorts Lotaric to the **transporter room**, but she is distracted by what she believes to be **Lt. Paris** calling for help. Lotaric escapes, and Seven reports to the Doctor that they now have an intruder on board.

Hallucinations

The drone arms herself to track down Lotaric. From the bridge, Lotaric threatens to collapse the structural integrity of the warp coils. Seven races to Main Engineering, but everything is fine. She cuts off life support to the bridge, hoping to disable the intruder, but Lotaric suddenly enters Engineering.

The Doctor ties his emitter into the **primary EPS conduits** and leaves sickbay to join Seven. They confront a nonexistent alien; the nebula's radiation has caused the ex-Borg drone to hallucinate the entire scenario with Lotaric. The drone finds it difficult to accept that she has imagined all that has happened, but the Doctor promises to help her. The primary EPS conduits overload, however, and the **EMH** goes off-line. Seven is now totally alone.

With only hours to go, the ship's engines start to fail. Seven is tortured by images of the Borg as she makes her way to the bridge. The corridors of *Voyager* take on the nightmarish atmosphere of a **Borg cube**, and drones stalk the corridors.

In the **turbolift**, the persona of Lotaric appears behind Seven. He tells her that she is weak; she has failed as an individual and should return to the collective. The turbolift doors appear to open and reveal a **cube**, with the collective mind calling out to Seven of Nine. It requires all of Seven's self-control to banish these illusions, but she finally reaches the bridge. Gory apparitions of the bridge

crew await her, discussing whether or not the drone will manage to save the crew or fail them. Seven makes a heroic decision, redirecting power from life support to the engines so that *Voyager* will exit the nebula in time. She loses consciousness.

When Seven wakes, she is in sickbay.

Voyager and its crew have passed safely through the nebula; when the Doctor was reactivated, he restored the life support systems in time to save Seven's life. The EMH tells Seven that he is very proud of her – her act of self sacrifice has saved the entire crew.

ON SCREEN...



7 The nebula affects the bio-neural gel packs, causing the ship's computer to falsely report the imminent failure of the warp core.



8 Seven imagines that an intruder named Trajun Lotaric comes on board. When ship's sensors fail to locate him, Seven assumes he is cloaked.



9 The Doctor warns Seven that she is hallucinating just before he goes off-line, but she is haunted by images of the Borg on board the U.S.S. VOYAGER.



10 When Seven reaches the bridge, she encounters gruesome visions of a horribly-burned bridge crew. They accuse her of failing to save VOYAGER.



11 Seven risks her own life to redirect power from the life support systems to the ship's engines in order to save the crew. She collapses from lack of oxygen.



12 When Seven is woken by the Doctor, Captain Janeway and Chakotay are standing by her. Chakotay says that she has saved VOYAGER and the crew.

STARSHIP FACTS

A During the month-long journey through the nebula, a sleepwalking Tom Paris breaks out of his stasis chamber on several occasions.

A When the nebula's radiation affects Seven's Borg implants, she has a vision of Tom Paris and Harry Kim engulfed by flames.

K continued

Kullnark

A well-respected Shakespearean actor. **Data** studied Kullnark's performance, along with those of Olivier, Branagh, and Shapiro. (*Starship Log: 'The Defector'* [TNG]) **SEE FILE 69**

Kumamoto

The capital city of the Kumamoto Prefecture, Japan, on Earth. **Keiko O'Brien** talked of visiting her mother in Kumamoto, after seeing her quarters on *Deep Space Nine* for the first time. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 43, 70**

Kumeh maneuver

A standard technique in which a starship avoids detection by hiding behind a planet. A **Starfleet** battle simulation between **Captain Picard** and **Commander Riker** opened when Picard made this prudent first move. (*Starship Log: 'Peak Performance'* [TNG]) **SEE FILES 19, 69**

kunat

Vulcan proclamation or claim, usually in a formal or ritual context; it is an alternate spelling of 'koon-ut.' In 2373, **Vorik** declared **Koon-ut so'lik** to **B'Elanna Torres** – his desire to become her mate.

This led to **Koon-ut-kal-if-fee**, a challenge for marital coupling rights. (*Starship Log: 'Blood Fever'* [VOY]) **SEE FILES 8, 43, 71**

▶ **Ensign Vorik thought the best way to get through his Pon farr was to proclaim kunat to B'Elanna Torres. She, however, disagreed.**



Kunivas

Klingon dissident who, along with **Konmel** and **Captain Korris**, destroyed the **T'Acog** and **Batris** vessels. Kunivas died of his injuries on the **U.S.S. Enterprise NCC-1701-D** in 2364, prompting the Klingon death ritual. (*Starship Log: 'Heart of Glory'* [TNG]) **SEE FILES 11, 69**

Kurak

This female Klingon warp field scientist attended a metaphasic shield demonstration on the **U.S.S. Enterprise NCC-1701-D** in 2369. After the shield's Ferengi inventor was killed, Kurak appeared to be guilty, but the perpetrator was **Jo'Bril**. (*Starship Log: 'Suspensions'* [TNG]) **SEE FILES 11, 69**



▶ **Kurak, a Klingon specialist in the science of warp fields, was suspected of murdering the Ferengi Dr. Reyga. Dr. Beverly Crusher investigated the incident and discovered that Kurak was innocent.**

Kurl

This planet was populated by a complex humanoid civilization that died out long before being discovered by Federation scientists. Archeologists continue to study the rich artifacts left behind. (*Starship Log: 'The Chase'* [TNG]) **SEE FILES 3, 6, 69**



▶ **Dr. Beverly Crusher was unable to save the life of the renegade Klingon Kunivas.**

Kurlan naiskos

Hollow statuette from **Kurl** containing tiny figurines. Each figurine symbolizes the contrasting opinions and talents that compose a community. **Captain Picard** was given a 12000-year-old artifact by **Professor Richard Galen**. (*Starship Log: 'The Chase'* [TNG]) **SEE FILES 3, 6, 69**

Kurland, Jake

A young man who lived aboard the **U.S.S. Enterprise NCC-1701-D**. When his **Starfleet Academy** aspirations were dashed in 2364, he fled the ship in **Shuttlecraft 13**. His vessel nearly burned up in a planet's atmosphere, but **Captain Picard** was able to save his life. (*Starship Log: 'Coming of Age'* [TNG]) **SEE FILES 25, 69**



▶ **Jake Kurland, a friend of Wesley Crusher, was so upset by his failure to pass the Starfleet Academy entrance exams that he fled the U.S.S. ENTERPRISE in SHUTTLECRAFT 13. He was rescued by Captain Picard.**



▶ **In 2369, Professor Richard Galen presented Jean-Luc Picard, his former archeology student, with an ancient Kurlan naiskos.**

Kurn

Worf's younger brother, also a Son of Mogh. Worf's split from **Gowron** left Kurn purposeless and suicidal. Eventually, his memory was erased so that he could live as **Rodek**, Son of **Noggra**. (*Starship Log: 'Sins of the Father'* [TNG]; *'Sons of Mogh'* [DS9]) **SEE FILES 11, 48, 69, 70**

Kursky, Darlene

Secretary to **Douglas Pabst** at *'Incredible Tales'* magazine, in **Ben Sisko's** vision of 1950's New York. Darlene thought **Benny Russell's** science fiction story, *'Deep Space Nine'*, was the best thing she'd read since *'The Puppet Masters'*. (*Starship Log: 'Far Beyond the Stars'* [DS9]) **SEE FILE 70**

Kushell

Secretary of the planet **Straleb's** **Legation of Unity**. Kushell intercepted the **U.S.S. Enterprise NCC-1701-D**, demanding custody of **Okona**. His own son and future daughter-in-law later confessed to the crimes of which Okona was accused. (*Starship Log: 'The Outrageous Okona'* [TNG]) **SEE FILES 18, 69**



▶ **Kurn, Son of Mogh and younger brother of Worf, was a member of the Klingon Defense Force, and also served briefly on the Klingon High Council. He lost his seat on the council in 2372.**

Kullnark
Kumamoto
Kumeh maneuver
kunat
Kunivas
Kurak
Kurl
Kurlan naiskos
Kurland, Jake
Kurn
Kursky, Darlene
Kushell
kut'luch
kuttars
Kwan, Lt. Daniel L.
Kyamo
Kyana Prime
Kylata II
Kyle, Mr.
Kyle, Mr. [mirror]
Kyle, Mrs.
Kylerian goat's milk
Kyoto, Ensign
Kyrellian 'lu
Kyrians
Kyrian/Vaskan conflict
Kyushu, U.S.S.



kut'luch

A particularly nasty **Klingon** knife, designed to cause maximum damage. The **Duras** family tried to kill **Kurn** with a kut'luch in 2366; **Picard** stepped in to act as **Worf's** cha'Dlch in Kurn's place. (*Starship Log: 'Sins of the Father'* [TNG]) **SEE FILES 11, 69**

kuttars

When the **Albino** discovered that all directed-energy weapons in his compound no longer functioned, he instructed his men to attach kuttars – fierce-looking bayonets – to their rifles, and prepare for hand-to-hand combat. (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILES 11, 48, 70**

Kwan, Lt. Daniel L.

This engineer, stationed at **Utopia Planitia Fleet Yards**, helped build the **U.S.S. Enterprise NCC-1701-D**, and then served aboard the ship in the **warp nacelle control room**. His suicide in 2370 was prompted by empathic hallucinations. (*Starship Log: 'Eye of the Beholder'* [TNG]) **SEE FILES 25, 69**



▶ **Dan Kwan's father was human, but his mother was of the empathic Napean race. He inherited some of her abilities.**

kyamo

A **Klingon** term. When **Kor** encountered **Curzon Dax** after 81 years, he was surprised to find him in the body of **Jadzia**, a "kyamo-looking woman." It appears to be a complimentary term. (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILES 11, 48, 70**

Kyana Prime

Site of a **Delta Quadrant** **Krenim** colony, and one of the many worlds eradicated by **Annorax's** temporal weapon. Annorax's family lived here, and were accidentally erased from history during one of his temporal alterations. (*Starship Log: 'Year of Hell', Parts I and II* [VOY]) **SEE FILES 3, 18, 58, 71**

Kylata II

The second planet in the **Gamma Quadrant's** **Kylata system**; it was discovered to be **Class-M** by the **U.S.S. Defiant** in 2371. The **Trialus system**, containing the planet **Meridian**, is nearby. (*Starship Log: 'Meridian'* [DS9]) **SEE FILES 3, 70**

Kyle, Mr.

Member of the **U.S.S. Enterprise NCC-1701** crew from 2266; he served as a **transporter** technician and relief helm officer. Twenty years later, Kyle was a commander and communications officer on the **U.S.S. Reliant**. (*Starship Log: 'Tomorrow is Yesterday'* [TOS]; *Star Trek II: Wrath of Khan*) **SEE FILES 20, 68, 73**



▶ **Mr. Kyle was a valued and long-serving officer on the U.S.S. ENTERPRISE and U.S.S. RELIANT.**

Kyle, Mr. [mirror]

The **I.S.S. Enterprise's** transporter chief. He was at the controls when the **Federation** and **mirror universe** exchanged officers. The mirror **Spock** demanded Kyle's **agonizer** and tortured him for failing to prevent the power fluctuation. (*Starship Log: 'Mirror, Mirror'* [TOS]) **SEE FILES 18, 43, 68**



▶ **The mirror universe Mr. Kyle shared the same occupation as his Federation counterpart: he was a transporter chief.**

Kyle, Mrs.

Alexander Rozhenko's teacher on the **U.S.S. Enterprise NCC-1701-D**; she led a field trip to **biolab 4**. Kyle reported Alexander to be a liar, thief, and bully, and recommended counseling. (*Starship Log: 'New Ground'* [TNG]) **SEE FILES 25, 69**

Kylerian goat's milk

When **Captain Janeway** was suffering from insomnia in 2372, **Q** suggested she drink some of this glandular extract to help her to fall asleep. (*Starship Log: 'Death Wish'* [VOY]) **SEE FILE 71**

Kyoto, Ensign

This **U.S.S. Voyager** crew member was billeted on Deck 6 in 2371. Kyoto accidentally turned off the **Emergency Medical Hologram** at a most inconvenient moment. (*Starship Log: 'Eye of the Needle'* [VOY]) **SEE FILES 29, 71**

Kyrellian 'flu

An acute contagious viral infection. According to **Chakotay**, the only reason boxer **Tark** lost to **Nicolai Dendle** during the **51st Galaxiad** was because he had Kyrellian 'flu. (*Starship Log: 'The Fight'* [VOY]) **SEE FILE 71**

Kyrians

Delta Quadrant species of humanoid. **U.S.S. Voyager** encountered the Kyrians in 2374. Seven hundred years later, the **EMH** discovered that its crew had been victimized by the race's revisionist history, which portrayed them as vicious fascists. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILES 3, 18, 71**

Kyrian/Vaskan conflict

A term referring to the centuries-old enmity between two races residing on the same **Delta Quadrant** planet. According to 31st-century Kyrian history, the Kyrians were forced into subservience by the Vaskans and the **Warship Voyager**.



This erroneous record of history was later corrected. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILES 18, 71**

▶ **VOYAGER's EMH was reactivated 700 years into the future by Quarren, a Kyrian museum curator. The Doctor, as sole living witness, had to answer for the alleged war crimes of Captain Kathryn Janeway and her crew.**

Kyushu, U.S.S.

A **Starfleet New Orleans-class** vessel, registry number **NCC-65491**. This ship was one of many obliterated by the **Borg** in 2367 during the **Battle of Wolf 359**. (*Starship Log: 'The Best of Both Worlds', Part II* [TNG]) **SEE FILES 31, 69**



L

LB10445

An amoeba-like life form native to **Devidia II**. A 500-year-old LB10445 fossil unearthed from beneath San Francisco was proof that **Devidians** had once visited Earth. (*Starship Log: 'Time's Arrow', Part I* [TNG]) **SEE FILES 6, 69**

LCARS

SEE Library Computer Access and Retrieval System.

La Forge, Alandra

In a timeline created by **Q**, Alandra would have been the middle child of three born to **Geordi** and **Leah La Forge** by 2395. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILE 69**

La Forge, Ariana

Geordi La Forge's sister. Geordi remembered Ariana as a determined young woman willing to wear a piece of fish in her clothing for two months as part of her cat-training scheme. (*Starship Log: 'Force of Nature'* [TNG]) **SEE FILES 43, 69**

La Forge, Brett

A teenager, in a timeline created by **Q**, and firstborn son to **Geordi** and **Leah La Forge**. In 2395, Brett was already preparing for the following year's **Starfleet Academy** entrance exam. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILES 43, 69**

La Forge, Dr. Edward M

Geordi and Ariana La Forge's father. Dr. La Forge was an exozoology specialist for **Starfleet**, and his children accompanied him during frequent career relocations. His wife, **Silva La Forge**, died in 2370. (*Starship Log: 'Interface'* [TNG]) **SEE FILES 43, 69**

La Forge, Geordi

Chief engineer on the **U.S.S. Enterprise NCC-1701-D** and **NCC-1701-E**. He was born in 2335. A **VISOR**, and latterly ocular implants, compensated for Geordi's blindness. One of his proudest moments was meeting scientist **Zefram Cochrane**. (*Starship Log: 'Encounter at Farpoint'* [TNG]; *Star Trek Generations*; 'Timeless' [VOY]) **SEE FILES 25, 43, 69, 71, 78**



Geordi was born blind due to a birth defect, and was given a VISOR shortly after his fifth birthday.

La Forge, Leah

In 2395, in a timeline created by **Q**, Leah was married to author **Geordi La Forge** and was the mother of his three children. She had been appointed director of the **Daystrom Institute**. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILES 43, 69**



The workers at Quark's bar formed a labor union in 2372, in protest over their poor wages.

La Forge, Silva

Geordi La Forge's mother, and captain of the **U.S.S. Hera**. After Silva's death in 2370, an alien used her image to communicate with Geordi. (*Starship Log: 'Interface'* [TNG]) **SEE FILES 43, 69**

La Forge, Sydney

In a timeline created by **Q**, Sydney was the youngest child, and second son, born to **Leah** and **Geordi La Forge**. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILES 43, 69**

La Rouque, Frederick

A card-shark from New Orleans who ran a poker game in 1893 San Francisco. **Data** asked to join in the game, claiming French ancestry. (*Starship Log: 'Time's Arrow', Part I* [TNG]) **SEE FILE 69**

La Vita Nuova

Collection of love poems written during Earth's 13th century by Dante Aligheri. **Captain Janeway** gave the book to the **EMH** to help him deal with his torments of conscience. (*Starship Log: 'Latent Image'* [VOY]) **SEE FILE 71**

Laas

Odo encountered this fellow Changeling in 2375; he was one of 100 infants sent out alone into the Galaxy by the **Founders**. Laas, who had lived with **Varalans**, had never met another metamorph. (*Starship Log: 'Chimera'* [DS9]) **SEE FILES 16, 54, 70**

Labarre, France

This area of Earth is home to the **Picard** family vineyards. It is the birthplace of most of the Picard family, including **Jean-Luc, Robert**, and their father, **Maurice**. (*Starship Log: 'Family'* [TNG]) **SEE FILES 7, 43, 69**

Labin, Gathorel

This **Sikarian** administrator had a penchant for pecan pie. He allowed the **U.S.S. Voyager** crew shore leave on his planet, but would not share advanced **trajector** technology. (*Starship Log: 'Prime Factors'* [VOY]) **SEE FILES 18, 59, 71**

labor union

Sean Aloysius O'Brien was killed in 1902, defending workers' rights. The example made by disgruntled workers such as him and his colleagues inspired the **Guild of Restaurant and Casino Employees** to challenge **Quark** in 2372. (*Starship Log: 'The Bar Association'* [DS9]) **SEE FILE 70**

LB10445

LCARS

La Forge, Alandra

La Forge, Ariana

La Forge, Brett

La Forge, Dr. Edward M

La Forge, Geordi

La Forge, Leah

La Forge, Silva

La Forge, Sydney

La Rouque, Frederick

La Vita Nuova

Laas

Labarre, France

Labin, Gathorel

labor union

lach'tel

lacunar amnesia

ladarium

Lagana sector

Laira

Laisson II

Lakanto

Lakarian City

Lakat

Lake Cataria

Lake George

Lakota, U.S.S.

Laktivia

Laktivia Recreational Facility

Lakul, S.S.

Lal [1]

Lal [2]

Lalo, U.S.S.

Lamat'Ukan



In 2370, Silva La Forge vanished, along with her ship and crew, during a routine courier mission. Alien life forms used Silva's image to communicate with her son.



Labin welcomed the crew of the U.S.S. VOYAGER onto the planet Sikaris, but his people's law meant he could not share technology.



lach'tel

This **Klingon** word means boyfriend or lover. In 2370, **Jadzia Dax** took **Trill** initiate **Arjin** to **Deep Space Nine's** Klingon kiosk, where the chef asked Jadzia if Arjin was her lach'tel. (*Starship Log*: 'Playing God' [DS9]) **SEE FILES 11, 47, 70**

lacunar amnesia

A psychological defense mechanism that suppresses painful incidents. **Dr. McCoy** assumed the **Starnes Expedition** children had this condition because they appeared unaffected by the shocking murder of their parents. (*Starship Log*: 'And the Children Shall Lead' [TOS]) **SEE FILE 68**

ladarium

Ore used by **Cardassians** to produce their warp drive mechanisms. Settlers on **Volon III** operated low-tech but profitable ladarium mining operations. (*Starship Log*: 'Tribunal' [DS9]) **SEE FILES 13, 50, 70**

Lagana sector

An area of space that is devoid of life. In 2369, the **U.S.S. Gandhi**, with **Thomas Riker** aboard, was headed for the Lagana sector to begin a terraforming project. (*Starship Log*: 'Second Chances' [TNG]) **SEE FILES 3, 43, 69**

Laira

This **Bajoran** girl, who had a beautiful smile, accepted a date with **Jake Sisko** in 2370. She could not keep the date because her father prohibited her from associating with a non-Bajoran. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILES 44, 70**

Laissez II

As part of a deal with the **Cardassian** authorities, **Maquis** member **Thomas Riker** accepted a life sentence at a labor camp here in 2371, following his hijacking of the **U.S.S. Defiant**. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 43, 70**



Lakanta

Male Native American living on **Dorvan V** in 2370. **Wesley Crusher** was inspired by Lakanta's spiritual beliefs and attempted a vision quest. Lakanta was actually the **Traveler** in disguise. (*Starship Log*: 'Journey's End' [TNG]) **SEE FILES 43, 69**

In 2370, the powerful being known as the Traveler appeared to Wesley Crusher as Lakanta, a member of the colony on Dorvan V. Lakanta inspired Wesley to seek out a new path in life.

Lakarian City

City located on the **Cardassian** homeworld. In 2371, **Gul Dukat** agreed to take his son, **Mekor**, to the amusement center there for his 11th birthday, but was unable to keep the promise. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 50, 70**

Lakat

A metropolis on **Cardassia Prime**. (*Starship Log*: 'Chain of Command', Part II [TNG]) **SEE FILE 69**

Lake Cataria

Body of water on **Betazed**. A **holodeck** version of the lake was programmed on the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 18, 69**

Lake George

A **U.S.S. Voyager** **holodeck** recreation of a beautiful area in the state of New York on Earth. This program focused on a sailboat voyage illuminated by a full moon. (*Starship Log*: 'Coda' [VOY]) **SEE FILE 71**



The U.S.S. LAKOTA was commanded by Erika Benteen in 2372.

Lakota, U.S.S.

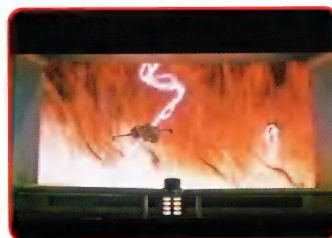
Starfleet Excelsior-class starship, registry number **NCC-42768**. In 2372, this vessel took **Captain Sisko** and **Odo** to Earth. **Admiral Leyton**, who was later revealed to be planning a military coup, ordered the **Lakota** to attack the **U.S.S. Defiant**. (*Starship Log*: 'Homefront' [DS9]) **SEE FILES 31, 70**

Laktivia

A city on the **Delta Quadrant** planet of **Akritiri**. Forty seven people died there in 2373 when a band of **Open Sky** terrorists used a **trilithium** bomb on a recreational facility. (*Starship Log*: 'The Chute' [VOY]) **SEE FILES 18, 71**

Laktivia Recreational Facility

Also known as the **Laktivia Canteen**. **Tom Paris** and **Harry Kim** were wrongly convicted of bombing the building, and imprisoned for this alleged crime. (*Starship Log*: 'The Chute' [VOY]) **SEE FILES 18, 43, 71**



The energy ribbon gateway to the temporal continuum known as the nexus tore apart the starship S.S. LAKUL in 2293.

Lakul, S.S.

Starship carrying 150 **El-Aurian** refugees, including **Guinan** and **Dr. Tolian Soran**, in 2293. Half the El-Aurians were rescued before the ship was torn apart by forces emanating from the **nexus**. (*Starship Log*: **Star Trek Generations**) **SEE FILES 40, 78**

Lal [1]

One of the two **Vians** who tested **Minaran** system inhabitants in 2268. Lal appeared to be the leader of the pair. He agreed to save **Gem's** people after she exhibited the virtue of self-sacrifice, which she learned from **Kirk**, **Spock**, and **McCoy**. (*Starship Log*: 'The Empath' [TOS]) **SEE FILES 18, 68**

Lal, a Vian scientist, tested the compassion of a mute woman named Gem.



Lal [2]

Data's android daughter, who 'lived' for two weeks in 2366. Lal's brain was a duplicate of Data's positronic system, but her emerging emotions triggered a systemwide cascade failure that ended her life. (*Starship Log*: 'The Offspring' [TNG]) **SEE FILES 43, 55, 69**

Lalo, U.S.S.

Mediterranean-class freighter, registry number **NCC-43837**. In 2364, the **Lalo** experienced a temporal incident generated by **Dr. Paul Manheim**. Two years later, the ship was destroyed near **Zeta Alpha II** by the **Borg**. (*Starship Log*: 'We'll Always Have Paris' [TNG]) **SEE FILES 31, 69**

Lamat'Ukan

A **Jem'Hadar**, **Third** in the contingent that temporarily seized the **U.S.S. Defiant NX-74205** in 2374. Being one of the **Alpha** breed, **Lamat'Ukan** did not share the antipathy of **Second Ixtana'Rax**, a **Gamma**, toward **First Kudak'Etan**. (*Starship Log*: 'One Little Ship' [DS9]) **SEE FILES 16, 70**



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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 69



OTHER GROUPS
AND RACES

ARGELIUS II

Two hundred years ago, Argelius II was home to a barbaric and violent race of people. They gained enlightenment during the era known as the great awakening, and the Argelians are now renowned for their hospitality, honesty, and hedonistic traits.

Argelius II is a bright blue planet, with an Earthlike atmosphere, little cloud cover, and few discernible land masses.

The native **Argelians** are a peaceful humanoid race. Their fashion and architecture is reminiscent of Earth's Arabic cultures, from the flowing veils of the dancing girls to the musicians' billowing tunics, pants, and hats. The windows, internal support pillars, and colorful fabrics

add to this effect, lending interiors the ambience of a Bedouin tent. Steeped archways allow entry into most rooms, though steel doors can be activated to seal a room if required.

Entertainment tonight

The main cities boast a number of taverns, bars, and cafes, each offering a variety of entertainment to travelers. Many have open spaces for dancers or singers to entertain their customers, who are seated on luxurious cushions

arranged around low circular tables. If an act is deemed worthy of applause, small lights set into the center of these tables are flicked on and off to show appreciation. These venues are connected by narrow, high-walled gray brick streets that often swirl



▶ **Argelian dancing girls are similar to the belly dancers of the Far East. They wear long Arabian-style skirts with flowing veils of brightly colored diaphanous materials. Their dancing is accompanied by rhythmic music.**

HEDONISTIC SOCIETY

The law of love

Argelius II is famous across the Galaxy for the hospitality and hedonism of the natives. The planet is an especially popular port of call for starship crews seeking some relaxing shore leave. An open and joyful people, the Argelians live life to the full; dancing and music is popular in their culture. Their style of entertainment is similar to the Arabic culture of Earth; the taverns are lavish and colorful, the musicians wear bright tunics and turbans, and the dancing girls wear flowing veils. The one emotion of which the Argelians disapprove is jealousy, because of the violence and hatred it can create.



Designation Argelius II
Class M **Quadrant** Alpha
Inhabitants Humanoid

Government The Argelians appoint a prefect, who takes on a political and ambassadorial role. They are usually assisted by an administrative officer from offworld.

Law In this hedonistic society, pleasure comes before punishment.

History Argelius II was a violent world until the time of the great awakening two centuries ago. This gave birth to a new era of peace.

Starship log STAR TREK: The Original Series 'Wolf in the Fold'

▶ **The Argelians are an extremely libidinous, sensual people. They delight in welcoming offworld visitors and introducing them to the many pleasures available on their planet. Their uninhibited behavior quickly inspires guests to relax.**



▶ **Argelian music is fast and lively, and played on wind and percussion instruments. It is frequently used to accompany the Argelian dancing girls.**

OTHER CARDS IN THIS FILE...

- 15 ARDANA
- 70 THE BANDI
- 73 THE EDO OF RUBICUN III

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The Original Series.....File 68

GALAXY FACTS

- ▶ Argelian massage facilities are very popular throughout the Alpha Quadrant. In 2371, one is proposed by Quark, *Deep Space Nine's* Ferengi barkeep.
- ▶ Argelius II, as the only open spaceport in the quadrant, proves to be of significant interest to Starfleet in 2267. Kara's murder leads the Argelians to discuss closing the planet to all space traffic.



with a very thick ground fog in the evening. There is little light for pedestrians to see by at night, but the peaceful nature of the Argelians means their streets are usually safe to travel.

Living in a virtually crime-free society, contemporary Argelians find it difficult to understand the motives behind such acts of hatred as murder. The taboos governing behavior even



OTHER GROUPS
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CARD 69

ARGELIUS II



OTHER GROUPS
AND RACES



▶ Argelian clothing resembles that of the Arabian styles worn on Earth; for example, men wear loose pants, shirts with elaborately decorated tunics, and caps without peaks.

extend to the harboring of negative feelings toward others. Jealousy is seen as disgraceful behavior because of the violent emotions it can evoke.

Violent past

Argelius has not always been famous for its hospitality. Two hundred years ago, the natives were a far more volatile and barbaric race; this time is viewed with great regret

▶ Sybo, the wife of Prefect Jaris, is a descendant of the ancient Argelian priestesses, and possesses the ancestral gift of empathic contact. She is murdered during a séance in 2267.

by modern citizens, who now regard their one overriding law to be love and respect for other beings.

Before the time of the great awakening, the Argelians were part of a religious society that included ancient priestesses. These women held the gift of Argelian empathic contact, a technique that has been passed down

over many generations.

Arranged around a ceremonial

Altar of Truth

with a burning flame. Seated before mysterious symbols, the empath meditates for some time in preparation, then goes into a trance as all present hold hands.

Empathic judgement

This system was once used on Argelius to judge the guilt or otherwise of a person; the empath could even gain impressions of actual events by direct contact with inanimate

objects.

If a person was found guilty of murder, death by slow torture was the dreadful punishment – a law left unchanged even after the great awakening. Empathic contact is widely believed to be a lost art, but many descendants can still employ these skills if and when the need arises.

It is true to say that Argelians are viewed by any visitors as a gentle and harmless people who are not very efficient when it comes to the business of local government. Nevertheless, the city prefect is perfectly capable of following the letter of Argelian law if a serious problem arises.

Placid temperaments

In 2267, Prefect Jaris holds this political and ambassadorial position. Jaris literally personifies Argelian law, but he is still unused to acts of violence, and for this reason offworlders are often hired as administrative officers to help deal with legal formalities. The administrator's services are rarely called for, however, thanks to the Argelian people's placid, law-abiding temperament, as reflected in their peaceful and hedonistic society.

PERFECT HUNTING GROUND

Unsuspecting prey

In the year 2267, the extremely peaceful Argelians unfortunately attract an evil entity that begins to prey upon them. On Stardate 3814, the Argelian Prefect Jaris is called in to investigate a series of brutal murders. The first victim is Kara, a beautiful dancing girl, and news of her murder sends a wave of shock and disgust through the colony. The prime suspect in the investigation is Starfleet officer Montgomery Scott, who is found by Kara's body. Jaris little suspects that the killer is actually one of his own – the chief city administrator, Mr. Hengist. Hengist is actually a long-lived, energy-based life form called Redjac, which has chosen Argelius II's tranquil society as the perfect hunting ground. The creature's true nature is discovered during the investigation on board the U.S.S. Enterprise NCC-1701.



▶ To protect his people from harm, Prefect Jaris reluctantly turns to ancient and violent laws when modern Argelian justice proves ineffective.

▶ Kara was last seen walking out into the fog with Scotty, who faces death if he is judged guilty of her murder.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 99



OTHER GROUPS
AND RACES

THE GORN

The Gorn are a technologically advanced reptilian race who aggressively protect their borders and territories. They may not be the most agile or elegant of species, but their powerful bodies and ruthless disposition make them a potent threat to Federation citizens.

The fiercely territorial, cold-blooded reptilian species known as the **Gorn** are strong and impressive bipeds standing about two meters in height.

The Gorn are covered with a tough and leathery green skin that has no visible scales. They do, however, have a row of scuta – or bony chitinous plates – that run along the cranial ridge above each eye and over the top of the head. Their large hands are composed of two joined fingers that end in large, sharp claws, as do their

opposable thumbs. Gorn feet are similarly clawed. The creatures' eyes are composed of thousands of microscopic facets, giving them a silvery, reflective appearance. The eyelids very rarely close.

Sharp fangs and claws

The Gorn have sensitive auditory systems but no exterior ear constructions; rather, ear holes are located on either side of the head, slightly behind and below the cranial ridges. The large Gorn mouth contains rows of extremely sharp teeth, although it would appear

that their jaws have only limited movement.

The Gorn snuffle and wheeze while breathing, indicating a less-than-efficient respiratory system. This deficiency results in a slowness and simplicity of movement; nevertheless, the Gorn are a strong species capable of lifting tremendous weights and surviving heavy blows.

The Gorn language is composed of a wide variety of hisses and growls. Little is known of the phonetic constructs and grammatical rules of their language, but it is capable of being



translated by a standard **universal translator** unit.

Nothing is known of Gorn society, beliefs, and customs. Judging by the one member of the species encountered by **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701**, their mode of dress consists of a short tunic of an unknown metallic material that leaves the arms and legs exposed

▲ **The mysterious Metrons force James T. Kirk and a Gorn captain to fight to the death.**

and unencumbered. The only other clothing is short, leather-like gauntlets worn on each forearm, leaving the fingers free at the end. This Gorn is, however, the captain of a space vessel, and so his clothing may be a uniform of sorts rather than typical civilian apparel.

TERRITORIAL REPTILES

Attack on the Cestus III colony

In 2267, 500 Federation colonists on Cestus III are slaughtered by the aggressive Gorn, who claim that the planet falls within their territory. The Gorn vessel responsible for the attack lures the **U.S.S. Enterprise NCC-1701** to Cestus III, then launches an unprovoked assault on the Starfleet ship. Captain Kirk orders swift retaliation, but the conflict is interrupted when Kirk and his Gorn counterpart are somehow transported onto an asteroid by the mysterious Metrons. The two 'gladiators' are expected to fight to the death, but Kirk's refusal to kill his enemy impresses the Metrons, and both combatants are returned to their ships. The dispute between the Federation and the Gorn is later resolved by a treaty, and the Cestus III colony is eventually resettled.



Designation	The Gorn homeworld
Class	Unknown
Quadrant	Alpha
Inhabitants	Reptilian humanoids
Environment	The Gorn are cold-blooded reptilian creatures who flourish in warm, tropical climates. They are capable of surviving on Class-M planets.
Features	The Gorn aggressively protect their territory in the Alpha Quadrant. They possess warp drive technology and sophisticated weaponry, and their bodies can withstand a great deal of physical punishment.
Starship log	STAR TREK: The Original Series 'Arena'

▲ **A landing party from the U.S.S. ENTERPRISE discover that the Cestus III colony has been all but wiped out.**

Advanced race

The Gorn appear to be technologically advanced, with ships that can exceed speeds of **warp 8**. These vessels are equipped with defensive screens similar to those on **Starfleet** ships, which enable them to withstand **phaser** attacks. The Gorn use powerful **disruptor**-type sidearms, and their ships are outfitted with similar weapons.

OTHER CARDS IN THIS FILE...

- 50 SPECIES 8472
- 91 THE THOLIANS
- 106 THE HIROGEN

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68

GALAXY FACTS

▶ Kirk and the Gorn captain are transported to an asteroid rich in such natural deposits as sulfur, diamonds, and iron.

▶ Once the Gorn have destroyed the Federation colony on Cestus III, they create a false message from Commodore Travers to lure the U.S.S. Enterprise NCC-1701 to the ravaged planet.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 99

THE GORN



OTHER GROUPS
AND RACES

The Gorn constantly emit a sibilant wheezing that indicates a less-than-efficient respiratory system. Their jaws have limited movement and their eyelids rarely close.

A row of scuta, or bony chitinous plates, runs along the Gorn cranial ridge and over the top of their heads.

The Gorn captain wears a short battle tunic that barely covers his muscular torso.

▶ The Metron 'boy' who appears to Captain Kirk is actually more than 1500 years old. The highly advanced Metrons abhor violence, and are pleasantly surprised when Kirk declines to kill the Gorn.

▼ The Gorn are far stronger than human beings, so Captain Kirk sets about creating a weapon with which to defeat his opponent: he fashions a primitive gun out of bamboo and develops a gunpowder mixture that is powerful enough to stun the Gorn 'gladiator.'



▲ The Gorn captain promises his human rival a quick and merciful death, but Kirk manages to break free from the creature's deadly grip by delivering pounding blows to the Gorn's sensitive ear openings.



Neelix's Ship: Interior

Before joining the *U.S.S. Voyager NCC-74656* in 2371, the Talaxian trader Neelix roamed the Delta Quadrant in a one-person scavenger ship. The interior of this vessel is cramped but functional, even when littered with debris.

The external features of *Neelix's ship*, a typical small **Talaxian Vessel**, do not reflect the **Talaxian** pilot's flamboyant nature, although the interior of this one-person craft is much more in keeping with his colorful character. The ship also reflects the changes in fortune Neelix has undergone before meeting the crew of the *U.S.S. Voyager NCC-74656* in 2371.

In its earlier incarnation as the control center of a scavenger ship, the compact and easy-to-maintain bridge was covered in a variety of salvaged space debris. Neelix had allowed his ship to fall into a state of some disrepair; the main visual communications link, for example, had broken free of its mountings toward the front of the bridge, and been buried under junk through lack of use. It is nevertheless functional, when righted, for both audio and visual communications.

Technological limitations

Unlike the characteristic command area designs of most **Starfleet** vessels, the bridge of *Neelix's ship* is on a single level and has no satellite command stations for other personnel. As Talaxian technology does not yet include **transporters**, there is no transporter pad; the only way of entering and exiting the bridge is via the small rear hatch that connects to the storage areas and engines in the stern.

There are a minimal number of control areas; all the ship's vital functions can be accessed from the four main touch-sensitive screens mounted on one wall and separated by a thick black conduit, and also from two low consoles running at right angles to the wall.

The bridge is basically hexagonal in shape, with the sloping characteristics of the hull mirrored internally. Two large, rectangular illuminated surfaces hang directly above

their lower counterparts, sloping inward and upward to the roof of the bridge. Within easy reach of the pilot, their functions are split between data on the operational status of the ship and variable readouts that can give graphic representations of starfields or nearby planets.

The two lower control panels share the same light blue coloring as the four visible screens, and are approximately waist-height for the Talaxian pilot. As they slope slightly downward and outward, they are easy to operate from a standing position, in much the same way as the front walk-in console. Information on approaching ships can be gathered from this station, as it contains the main sensor readouts.

The beige color of the consoles – which are made of the same material as many of the bridge's work surfaces – complements the various glowing blues of the readouts, and lends an air of spaciousness to the small cabin. As Talaxians tend to be relatively short by most humanoid standards, a human Starfleet officer may experience some discomfort and difficulty operating the various systems, especially as there are no seats present at any of the workstations, or in front of the control panels.

Intraship communications

A single console handles all the intraship communications. This is situated slightly forward of the cabin controls, and Neelix can tap into the cramped hold in the rear of his ship at the touch of a button. Various controls also allow the ship to disengage from its moorings, and activate the main engines. Toward the rear of the bridge is the main audio communications system; along with the lack of a main view-screen built into the bow, this would seem to confirm that the ship was not originally equipped with a combined audiovisual communications system.

Lighting on the bridge is provided via a number of tall, narrow columns of small bright lights which run from the floor to the roof of the bridge. The light is soft and diffuse, and works in conjunction with the overall color scheme to enhance the feeling of space within the otherwise cramped working area. The gentle hum of the ship's engines can be heard in the background, emphasizing the quiet efficiency and coordinated control of the bridge.

Neelix has owned the vessel for some time, and knows its systems well. His skills on board its bridge have, at times, been a great asset to the *Voyager* crew. They will surely be so again.



▲ Shortly after the *U.S.S. VOYAGER* is transported into the Delta Quadrant, the ship's crew catch their first glimpse of Neelix's small scavenger ship.



▲ When Captain Janeway hails Neelix, the Talaxian trader eagerly brushes aside piles of debris to get to his ship's main visual communications link.



▲ The slope of the outer hull is mirrored internally, with control consoles sloping inward and upward, or downward and out, depending on the placement.



▲ Blue readout panels provide Neelix with information on the operational status of his ship, as well as graphical data on nearby planets and starfields.



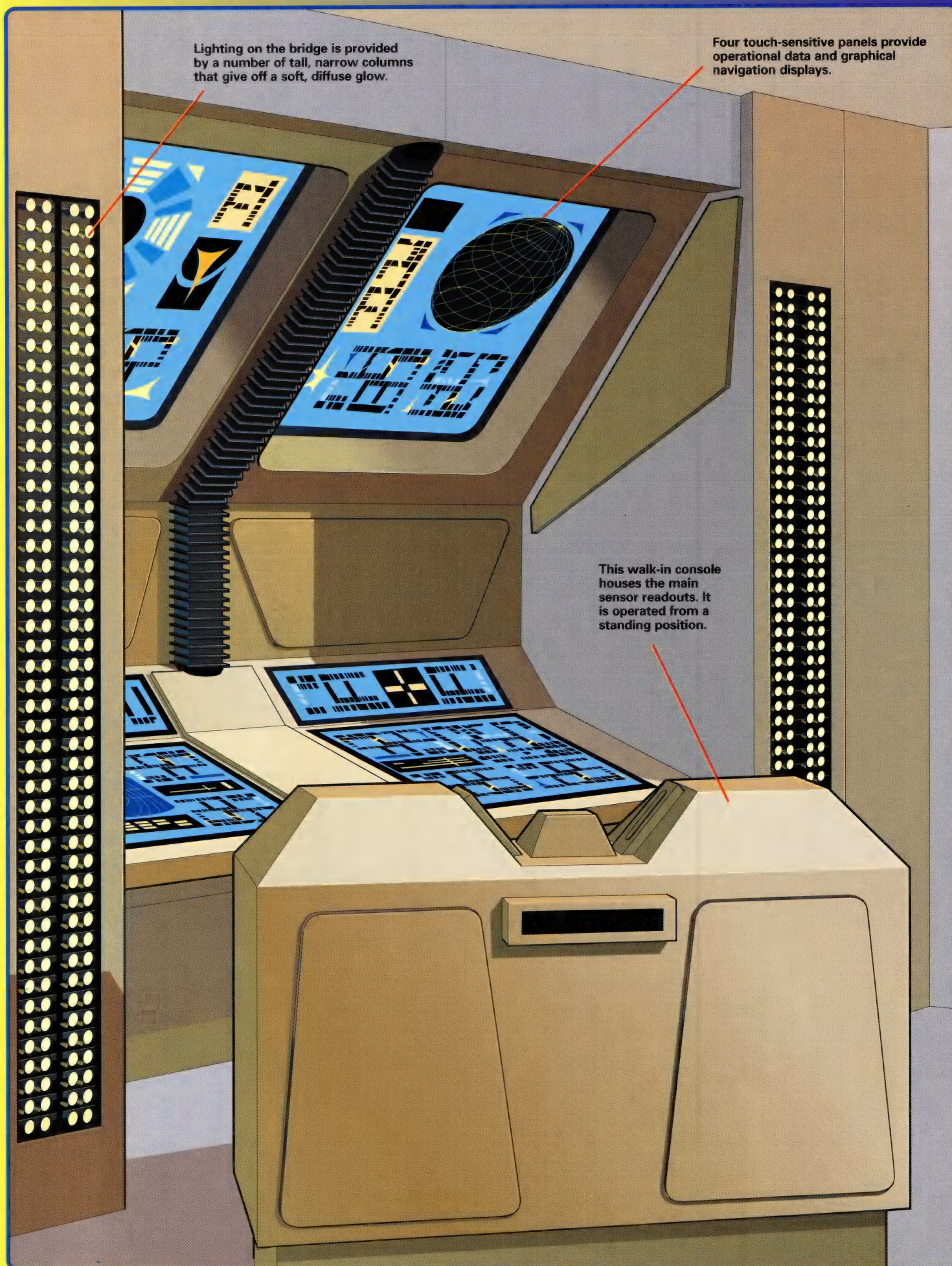
▲ The front walk-in console on the bridge of *Neelix's ship* contains main sensor readouts, informing the pilot of any approaching vessels.

Neelix's Ship: Interior

Lighting on the bridge is provided by a number of tall, narrow columns that give off a soft, diffuse glow.

Four touch-sensitive panels provide operational data and graphical navigation displays.

This walk-in console houses the main sensor readouts. It is operated from a standing position.





Tasha Yar: Friends & Leisure

Tasha Yar's turbulent childhood and brief **Starfleet** career allow little time for friendships and leisure pursuits, but she somehow manages to fit both into her active lifestyle, earning the respect and friendship of her colleagues.

Tasha Yar is a dedicated and hardworking **Starfleet** officer, but she realizes that the ability to relax and unwind at the end of a tiring day helps to maintain her keen abilities. As with many of her colleagues, Tasha's off-duty pursuits hone the skills she needs to carry out her day-to-day duties.

It is important for a chief of security to be at the peak of physical fitness, and Tasha maintains her strength by practicing various physical activities. She is accomplished in martial arts and spends a significant part of her leisure time practicing

aikido, aided by a **holodeck** program called **Aikido-One**, in which she spars with a holographic partner.

Yar often engages in friendly shipboard martial arts competitions, and is set to attend one such meet in 2364. In preparation for the competition, she trains with the **Klingon Lt. Worf**, paying particular attention to her Mishima wristlock technique. Tasha is pretty confident she will best her first competitor, **Science Officer Swenson**, but is more concerned about **Lt. Minerly's** kickboxing skills.

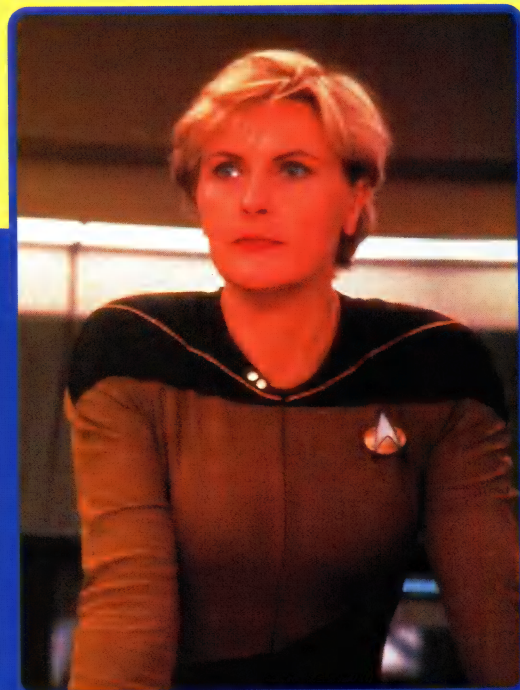
Team player

Martial arts are usually a contest of individual skill, but Tasha equally enjoys

PROFILE OF AN OFFICER

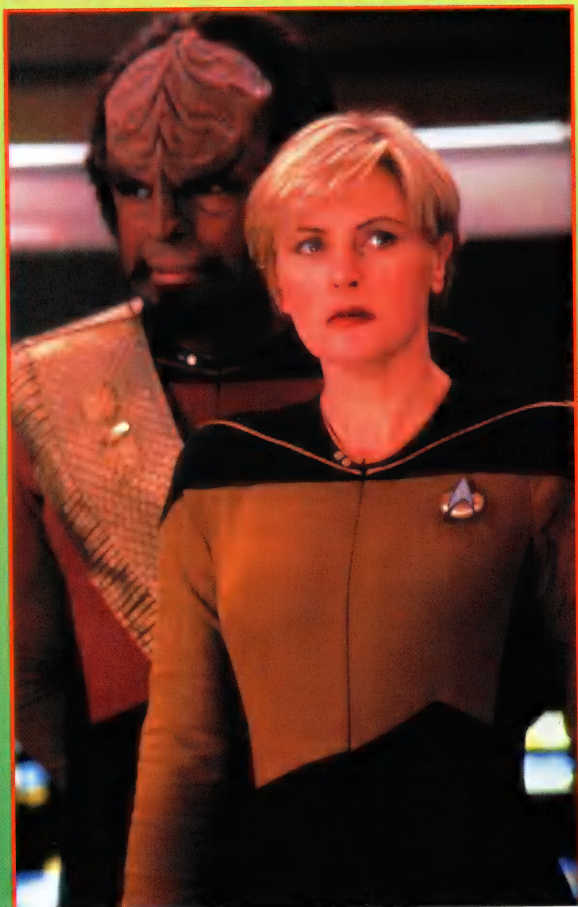
FRIENDS: Tasha earns the respect of her colleagues during her brief service on the **U.S.S. Enterprise NCC-1701-D** and forms close friendships with many of them, including Deanna Troi, Data, Geordi La Forge and Will Riker.

SPORT INTERESTS: Tasha enjoys martial arts such as aikido, and likes to take part in competitive team sports such as parrises squares. Her sporting interests help to hone her skills as the ship's chief of security.



▲ Tasha Yar excels as chief of security on board the **U.S.S. ENTERPRISE**, and takes her duties seriously. Off duty, she enjoys activities that complement her skills in security and involve teamwork, such as competing in martial arts competitions and matches of parrises squares.

FRIENDS AND COLLEAGUES



★ Relaxed attitude

Tasha has a relaxed relationship with Riker; on **Angel One**, she even teases him about his skimpy outfit.

participating in team sports. She likes playing **parrises squares**; when the **U.S.S. Enterprise NCC-1701-D** is scheduled for a routine maintenance layover on **Tarsas III**, she and several crewmates, including Worf, accept a challenge to play the maintenance personnel of the orbiting **Starbase 74**.

Equally important to the enjoyment of leisure time is a rich social life, and Tasha

builds close friendships with many of her colleagues. She considers Worf a friend as well as a fellow warrior, and even teases him about developing a sense of humor when he promises to "annihilate" the opposing parrises squares team.

Feminine attributes

Yar's harsh childhood taught her to keep her emotions under tight control, and it often takes exceptional circumstances for her to open up. As a result, she rarely confides her innermost feelings to her colleagues, never allowing herself to appear vulnerable.

In 2364, this steely chief of security officer is intoxicated by a variant of the **Psi 2000 virus**, and lets herself into **Counsellor Deanna Troi's** quarters to try on the **Betazoid** woman's alluring



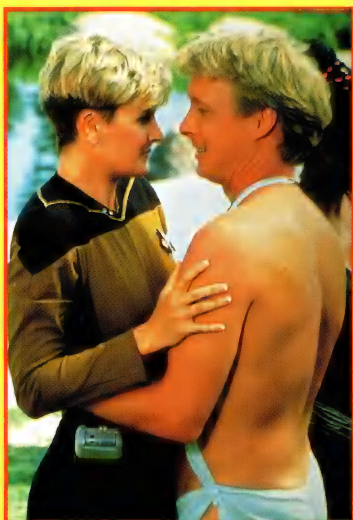
★ Kindred spirit

Worf respects Tasha as a fellow officer, and even bets on her to win in a martial arts competition.

★ Team spirit

Tasha enjoys playing parrises squares with her crewmates on the **U.S.S. ENTERPRISE**.

Tasha Yar: Friends & Leisure



★ Uninhibited

Tasha finds the male Edo, with their healthy sensuality, happiness, and open friendship, a tempting attraction and labels the peaceful planet 'Eden.'



★ A friend in need

Tasha may be primarily a warrior, but when Geordi feels vulnerable she says that helping him is more important than her duties.

clothing. Tasha compliments Troi's taste in clothes and hairstyle; in this surprisingly candid moment, her femininity surfaces.

The unusual affliction also allows Tasha to open up to her android colleague, **Lt. Commander Data**. She flirts provocatively with Data, calling him a 'jewel;' once cured of

the virus, however, the usually stoic Tasha is embarrassed by her wild and erratic behaviour, and tells the android that as far as she is concerned their encounter never happened. Nevertheless, Data keeps a special place in his memory banks for Tasha and continues to think of her fondly for many years after her death.

Tasha enjoys a more open and slightly flirtatious relationship with the ship's first officer, **Commander William Riker**: they have much in common, and both accept that their duties sometimes involve moments of levity. During an away mission to **Angel One**, Riker dresses in the revealing manner of the local males and parades before Tasha, seeking her approval; she pronounces him "kinda sexy."

Grave message

Tasha cares deeply about her friends and, knowing that she may face death in her dangerous job, she records a holomessage to let them know how much she appreciated their company and support. In it, she thanks her crewmates and asks them not to mourn her. She calls them her family; she has loved serving with them, and points out to each of them exactly what their friendship means to her. Riker trusts her, encourages her, and makes her laugh; in her mind, he is "the best." Troi teaches her about loving by example, and Worf is her fellow orphan and warrior, with whom she feels a unique bond. **Dr. Beverly Crusher** has taught her to strive for excellence, no matter what the personal cost. In young **Wesley Crusher**, Tasha has found a kindness and innocence that are ageless, and she appreciates **Lt.**

★ Role model

Tasha admires her friend Deanna Troi; the half-Betazoid counselor shows her how to be feminine without sacrificing her strength and independence.

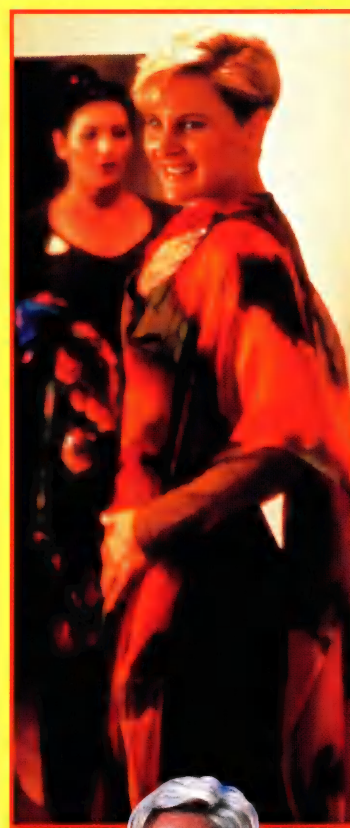
Geordi La Forge because, in moments of despair, he "takes [her] hand and helps [her] see differently."

Despite her harsh words to Data over the Psi 2000 incident, she praises his ability to look upon things with the wonder of a child, making him more human than most. Finally, in **Captain Jean-Luc Picard**, Yar sees the perfect role model, someone she wants to make proud of her, much like the father she does not remember.

Valued companions

Her time with the *Enterprise* crew may be brief, but Tasha Yar forges many fulfilling friendships. In many ways, the crew have become her family. She values the companionship of her colleagues as much as they appreciate her many and varied qualities, as a friend as well as an officer.

'What I want you to know is how much I loved my life. You are my family ... I have been blessed with your friendship and love.' — Tasha Yar's holorecording



FALLEN COMRADE

A courageous friend

In 2364, Tasha Yar is killed by **Armus** during a rescue mission to **Vagra II**. As she expected would happen, she sacrifices her life in the performance of her duty, attempting to save the life of one of her colleagues. Tasha has the presence of mind to record a personal goodbye to each of her friends; in death, she finally reveals how much they each meant to her. She tells them that "Starfleet took that frightened, angry young girl and tempered her." She has come to see her crewmates as family. These admissions mean a great deal to Tasha's friends, and help them to come to terms with their courageous companion's untimely demise.

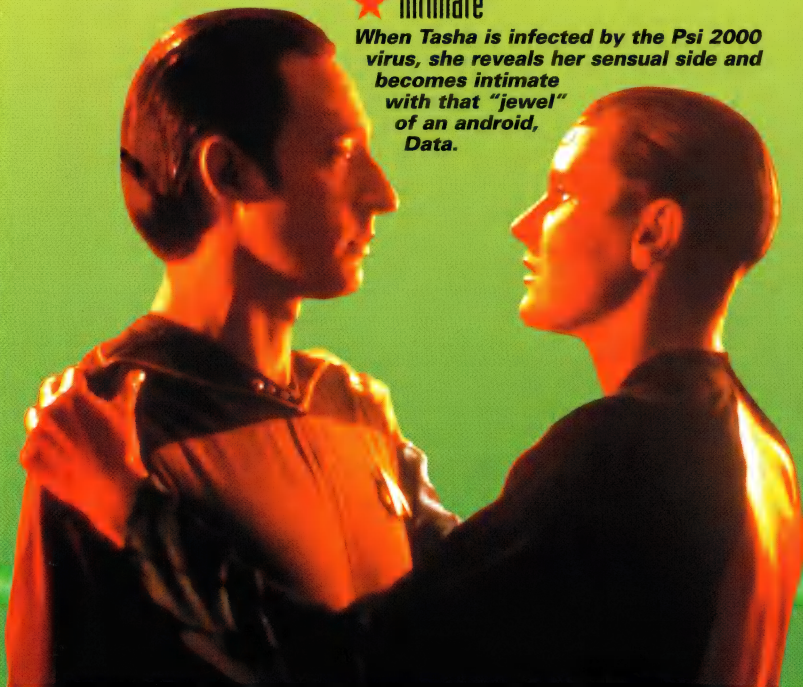
▶ Final farewell

Tasha records a farewell message for her friends on board the U.S.S. ENTERPRISE. Her holomessage describes how each of them has enriched her life.



★ Intimate

When Tasha is infected by the Psi 2000 virus, she reveals her sensual side and becomes intimate with that "jewel" of an android, Data.



Macias

After suffering a brutal beating from the **Cardassians**, the charismatic and thoughtful **Macias** becomes leader of a **Maquis** resistance cell, helping the rebels to win new converts.

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18

THE MAQUIS FLEETFile 39

STAR TREK:
THE NEXT GENERATION...File 69

The influence and power of **Starfleet** and the **United Federation of Planets** is well respected throughout the **Alpha Quadrant**, but politics often dictates less-than-ideal solutions to some problems.

One such situation is the border treaty signed by the **Cardassian Union** and the Federation in 2370. Almost overnight, many Federation citizens living near the old boundary of the Cardassian border find themselves literally on the wrong side of the agreement, and the Cardassians begin bullying tactics to force them from their homes.

The Federation is powerless to offer aid to these down trodden people, so many colonists decide to take matters into

their own hands in their struggle for survival. The paramilitary organization known as the **Maquis** is born, and a man called **Macias** becomes one of its most respected leaders.

Macias appears to be in his early sixties, and has seen much suffering at the hands of the Cardassians. He was originally from the planet **Juhraya**, and was there when the treaty was signed; along with so many others, he suddenly found his home transplanted into Cardassian territory. Despite this, he resisted relocation and remained on Juhraya, taking his chance with others in the same boat.

Scarred

One night, Macias was dragged from his bed and severely beaten: he now carries a prominent scar on

PROFILE ON MACIAS

NAME: Macias

LIFE FORM: Humanoid male

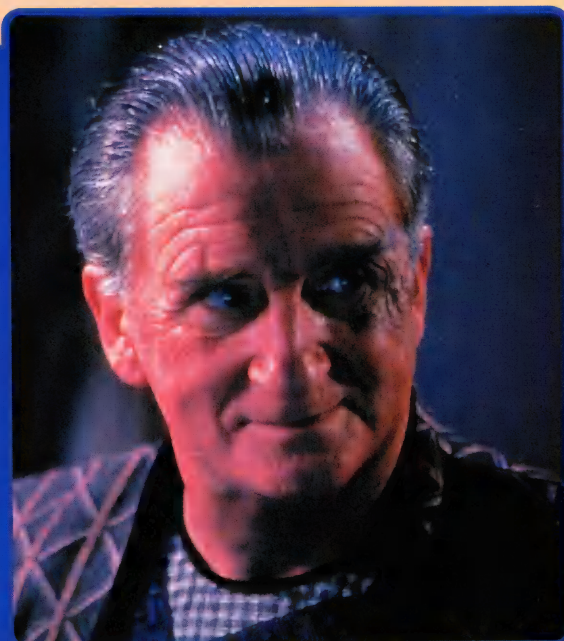
HOMEWORLD: Juhraya

STATUS: Leader of a Maquis resistance cell on Ronara.

BACKGROUND: Macias joined the Maquis after a vicious beating and the death of his best friend at the hands of the Cardassians.

REMARKS: Macias is a cultured man: he is an aficionado of Bajoran food and music.

FIRST SEEN: 'Preemptive Strike' [TNG]



Macias's life on Juhraya was turned upside down when the Cardassians inherited the planet under the terms of a treaty with the Federation. After witnessing numerous atrocities by his new landlords, Macias decided to join the Maquis.

RONARAN RESISTANCE



★ Loyal followers

Santos is one of Macias's most trusted comrades in the Maquis; he is sent to meet **Ro Laren** when she arrives on Ronara.

★ Reprisal

The Cardassians take note of Macias's inspirational leadership and launch an attack on the Maquis cell on Ronara.

his right temple, marring his otherwise friendly, wise features. Whenever Macias talks of this event he instinctively reaches to the side of his head, next to his steely gray-blue eyes and receding gray hair.

The colonist was badly affected by this incident,

and his suffering was compounded when his best friend was killed by the Cardassians. Macias still feels a deep sense of loss over his death.

These events served to strengthen his resolve, and made him determined that the Cardassians would not

succeed in making life unbearable for him and other former Federation citizens.

He moved to the Federation colony **Ronara**, where he brought together a community of like-minded freedom fighters in an organized Maquis cell. This patient and attentive leader becomes an integral part of the Maquis hierarchy, meeting with other cell members in order to discuss missions and matters of policy regarding their people.

Keeping secrets

In common with his fellow freedom fighters, Macias will not divulge the names of other cell leaders to anyone, including his two younger but unswervingly loyal subordinates, **Santos** and **Kalita**.



Macias



★ Winning friends

Ro Laren is given the task of infiltrating the Maquis and spying on them for Starfleet, but Macias's friendship inspires her to join the outlawed group.

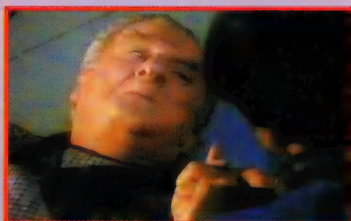
★ Inspiring followers

Macias eats some Bajoran hasparat while he conducts Maquis business. His style of leadership inspires those around him to give their all for the cause.

With his cell carrying out a number of attacks on Cardassian vessels and supplies, Macias's orchestration of the Maquis becomes a serious problem for the Cardassian government and the United Federation of Planets. Many **Starfleet** personnel secretly sympathize with the difficult situation faced by the colonists, but are nevertheless committed to the task of disbanding the Maquis and preserving the treaty. When the actions of Macias's resistance cell begin to threaten the treaty, Starfleet sends an undercover agent, the Bajoran **Lt. Ro Laren**, to infiltrate and put an end to the rebel group's operation.

Macias's trusting manner, his total commitment to the people he protects, and his insistence that the Federation simply does not understand the situation within the **Demilitarized Zone**, combine to have quite an effect on the Starfleet spy. Seeing this otherwise humane and even-tempered man so angry over the injustices heaped upon innocent colonists and the Federation's policy of non-interference only brings home to Ro the validity of the Maquis cause.

Macias's eloquence and integrity



★ Death of a rebel

Macias is killed during the brutal Cardassian attack on the Ronaran Maquis cell. He dies in Ro's arms.

are also persuasive, and the lieutenant begins to see the necessity for the often brutal methods of the Maquis. Additionally, Ro herself has suffered at the hands of the Cardassians.

Man of integrity

At heart Macias wants a peaceful life, and this adds to his charm in Ro Laren's eyes. So does the fact that he enjoys Bajoran culture and food, particularly the acquired taste of **hasparat** – especially if it is made with as strong a brine as possible, one that can make his eyes water. He even admits to playing the Bajoran **belaklavian**, albeit rather badly.

If he suspects Ro of being a spy, he never reveals as much, treating her almost as a daughter. He knows her heart, showing his innate ability to understand and recognize people's true character. His unwillingness to launch a preemptive strike on Cardassian supplies of suspected biogenic weapons without fresh medical supplies for his own people also greatly impresses her.

However, Macias's softer side does not blind him to the task ahead – he understands just how huge a struggle the fight against the Federation and the Cardassians will be. Nevertheless, he is optimistic. His primary goal is to end Cardassian intimidation, even if the union will not easily relinquish its newly-acquired colonies in the Demilitarized Zone.

Macias knows it will take time, but the Maquis should not abandon the struggle. His determination endears him to his people, as does

a vision he has of the future. It may seem naive and foolish from an intelligent and complex man, but Macias spends time imagining what the Maquis celebration will be like if they prevail. With a smile, he talks of a huge dinner with his favorite hasparat and a homemade blueberry pie, of drinking wine and dancing.

Macias commands trust and loyalty, through his actions as much as his wise words. Ro's belief in his

"When an old fighter like me dies, someone always steps up to take his place." — Macias to Ro Laren

cause grows as she comes to know and respect him. It seems to her that this spirited man could actually lead a successful campaign against the Cardassians.

Vision of victory

Unfortunately for those around him, Macias is killed while tending to a fallen comrade during a sneak Cardassian attack on Juhrya. However, his legacy is to leave behind him a committed and well-organized group of rebels who, thanks to his leadership, have become a force with which to be reckoned.

He also makes a tremendous impression on Lt. Ro. Her decision to join the Maquis, turning her back on the Federation and **Captain Jean-Luc Picard** – another wise and compassionate man who has shown a great deal of faith in her – illustrates the depth of influence Macias exerts as a leader.

THE TURNING OF RO

Ronaran renegades

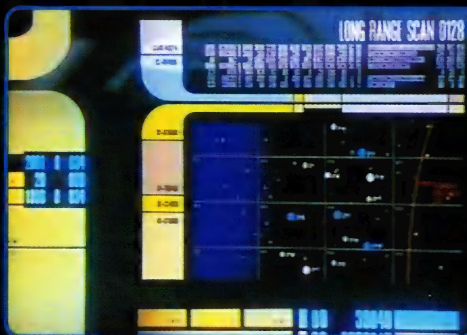
Under Macias's leadership, the Maquis cell on Ronara has become a major thorn in the Cardassian Union's plans to take control of the Demilitarized Zone. In 2370, Federation forces



attempt to ambush and capture ships from the Ronaran cell by hiding an attack fleet in the Hugora Nebula near the DMZ, but Ro Laren reveals the Starfleet ships, and the Maquis craft retreat back into their own space. Ro defects from Starfleet and joins the cell.

▲ Against the Cardassians

The members of the Ronaran Maquis cell will stop at nothing to defeat their enemy; they are willing to risk their lives to defend their homes.



▲ Fighting on

Even in death, Macias continues to inspire his followers; the Ronaran cell attacks the Cardassians, sending a fleet of ships to intercept a convoy of transport vessels.



Jake Sisko: Childhood

Jake Sisko is initially unhappy about moving to *Deep Space Nine*, but he soon finds that his childhood on the station is filled with new friends and all manner of exciting events.

When young **Jake Sisko's** father, **Commander Benjamin Sisko**, is assigned to *Deep Space Nine* in 2369, the only thing that concerns the boy is whether or not there will be other children with whom he can be friends.

In fact, there are few human children on the station, but Jake soon makes friends with **Nog**, a young **Ferengi** boy, and swiftly learns that life on *Deep Space Nine* offers many things to interest him. He particularly enjoys watching ships such as **Andorian freighters** come in for maintenance checks.

Jake attends classes at **Keiko O'Brien's** school, and even helps to tutor **Nog**, whose family have little regard for the formal education the school offers. Jake is a diligent student and turns in his work on time, but he does not

excel in any one subject.

Like most children, Jake is more interested in play than his schoolwork. He enjoys pulling pranks with **Nog**, and they have a favorite hang-out spot, on the walkway above the **Promenade**, where they can lean over the railing and watch the passersby.

Hijinks

More than once, **Chief of Security Odo** has to chase the boys off for causing trouble, such as flicking **sandpeas** at the passing throng below, but Jake is by no means a badly-behaved child. He often demonstrates maturity and occasionally babysits other children on the station; he sometimes watches **Ensign Pran's** hatchlings, for instance, making sure their little wings do not get tangled.

As he grows up, Jake's interest turns toward the opposite sex. In 2370, he

PROFILE ON JAKE

NAME: Jake Sisko

LIFE FORM: Human male

BORN: 2354

EARLY CHILDHOOD: Jake Sisko spends his entire childhood aboard Starfleet ships and space stations, following his father on his postings to the *U.S.S. Saratoga*, *Utopia Planitia*, and *Deep Space Nine*. He is a survivor of the Battle of Wolf 359, in which his mother died.

REMARKS: Jake's childhood is mostly happy, but does not leave him with the desire to follow his father into Starfleet.

FIRST SEEN: 'Emissary' [DS9]



▲ Jake Sisko is just a boy when he first comes to *DEEP SPACE NINE*. He soon finds the station a fascinating environment in which to grow up.

★ Older woman

The teenage Jake dates **Mardah**, a **dabo girl** four years his senior, for more than a year.

★ School project

Jake and **Nog's** trip to the **Gamma Quadrant** leads to more than they expected.



★ Sharing knowledge

Jake unselfishly devotes many of his earliest weeks on the station to tutoring his new **Ferengi** friend, **Nog**.

BEST FRIENDS



Jake Sisko: Childhood



★ A different calling

Growing up on a Federation starbase allows Jake the chance to observe Starfleet officers at work, but this does not inspire him to join the organization.

"Starfleet is too much like you. And I have to find what's me."

— Jake Sisko to his father

asks a young lady, **Laira**, for a date. She accepts, but the date never happens – her father will not let her see Jake because he is not **Bajoran**. Later the same year, Jake tutors a **dabo girl** named **Mardah** in entomology. He soon falls for her, and is thrilled that she returns his feelings and seems unconcerned that she is four years his senior. Like many adolescent crushes, however, this love interest eventually fades away.

Loving father

One of the main factors in making Jake's childhood a happy one is the close relationship he enjoys with his father. They often eat together, and Jake knows his father so well that he can tell what kind of day Ben has had by the food he cooks. Jake shares with his father a passion for baseball, which they often play in the station's **holosuites**, and enthusiastically helps Ben to build a working replica of a **Bajoran solar sailing ship** in 2371.

In return, Jake tries to do everything he can to make the captain happy. When the escalating **Dominion** crisis depresses his

father, Jake obtains a rare baseball card to cheer him up. The boy is also instrumental in setting up Ben's relationship with **Kasidy Yates**, knowing from the moment he meets her that they will get on well together.

Finding his own path

Jake respects his father's career choice, but does not want to follow in his footsteps and join **Starfleet**. In 2370, at the age of 15, he takes a job on the station at his father's insistence, working under **Chief of Operations Miles O'Brien**. His heart is not in it, however, and he eventually tells his father the truth; to Jake's surprise, Ben replies that he just wants his son to find what he loves and do the best he can.

Keiko O'Brien's school shuts down in 2371, but she keeps tutoring Jake. In fact, she is so impressed with one of his stories that she submits it to the

prestigious **Pennington School** in New Zealand, Earth. Jake is later accepted into the school, but turns down the writing scholarship because he is not ready to leave **Deep Space Nine** and his father. By this stage, however, he has no doubt that he wants to become a writer.

When Nog leaves for **Starfleet Academy**, Jake continues to make the difficult transition from childhood to adulthood. He misses his friend, but when Nog returns in 2373 for an internship on the station, the two young men become roommates. Moving out of his father's quarters marks an important step in Jake's independence; he is learning to make his own choices in life. Such skills become even more important in the turbulent times ahead, as the threat of war with the **Dominion** looms over the station Jake has come to think of as home.

HAZARDOUS CHILDHOOD

Dangerous times

Benjamin Sisko does all he can to keep his son out of danger, but **Deep Space Nine's** position on the edge of the **Bajoran** wormhole makes it inevitable that trouble will sometimes occur. On one occasion during Jake's childhood, he and Nog must reach their **Runabout** and call Starfleet for help when Commander Sisko and Quark are kidnapped by the **Jem'Hadar** during a trip to the **Gamma Quadrant**. On another, Jake has to rescue Chief O'Brien from the burning

access tunnel in which he has become trapped by a hidden **Cardassian** counterinsurgency program, risking his own life in the process. In both cases, Jake is able to keep a clear head in the face of danger, and acts bravely to resolve the situation.

▼ Jake to the rescue

More than once, the hazards of living on a Federation space station mean that Jake is called on to help save lives, including that of his father.



▲ Close friends

Benjamin Sisko is a good father who gives his son plenty of love and support.

▼ Protector

No matter how dangerous the situation, Captain Sisko always tries to protect Jake.



Starfleet Medical Kit: 2374

The medical systems used by Starfleet Command's life sciences divisions are constantly being refined and upgraded to accommodate advances in technology and theory. The *U.S.S. Prometheus NX-59650* features many of these new devices as part of its medical kit.

The medical care of Starfleet personnel is an ongoing priority for the organization. In 2374, the production of an experimental new starship, the *U.S.S. Prometheus NX-59650*, presents an opportunity to install and test the next generation of medical equipment. Among the most obvious and impressive new advances is the **Emergency Medical Hologram Mark II**, but just as vital are smaller changes to many of the routine handheld medical devices.

New improvements

The first device to be found on the improved 2374 medical tray is the latest variation on a classic Starfleet instrument: the **medical tricorder**, with its medical peripheral scanner. The detailed patient examination results produced by the scanner are presented to the physician in raw form within the tricorder's graphics and display windows, and the results are automatically analyzed against the tricorder's internal medical database. As needed, the tricorder can communicate with the starship's medical computers for more complete and detailed medical data.

In addition to the new information that is constantly being gathered for the comprehensive **Federation** medical database, improvements to the system's compression algorithms are integrated into the new ship. This provides faster and broader medical tricorder information retrieval, and recommends the best course of treatment.

A new implement in use on the *U.S.S. Prometheus* is the **thrombic modulator**. This is a cone-shaped device that is approximately the length of a closed tricorder. As the name suggests, the thrombic modulator repairs obstructed or ruptured blood vessels with a form of electromagnetic radiation. The modulator includes technology that employs a forcefield to seal veins and arteries in order to arrest internal hemorrhaging.

The device's outward appearance is simple and sleek; it is made of a non-reflective silver metal and has no discernable buttons or options to select. The slender end of the implement is pointed toward the patient. Previous equipment that performed this type of vascular repairs, particularly to the brain, needed to be placed directly onto the patient's forehead.

A third piece of standard medical paraphernalia has the distinction of being the largest on the tray, equal in length to an open tricorder at about 8.5cm. This blue apparatus is a combined **dermal regenerator** and **osteogenic stimulator**; it emits a beam that repairs, for example, hairline bone fractures or skin damaged by radiation. These treatments formerly necessitated two separate devices. The blue regenerator-stimulator is shaped with a handgrip at one end and widens slightly at the head where the curative beam discharges. Flashing lights display readings on the progress of the work and the patient's status.

The next item is another familiar instrument, the **hypospray**. Its

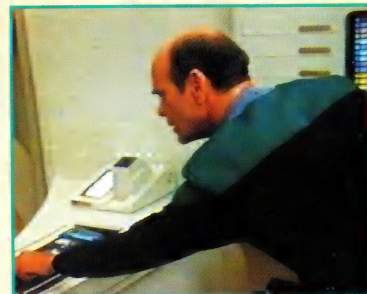
function is to introduce medication into the patient via a microfine spray. The hypospray has not received a design boost, looking and operating the same as previously. As ever, different types of medication are stored in vials that the physician slides into a receptacle at the base of the hypospray handle. New to the *U.S.S. Prometheus* is an improved vial dispensary system with expanded capacity.

Old favorite

The doctor's tray also contains an all-purpose surgical laser scalpel, which also appears not to have received any radical modifications since the last model was developed. The scalpel uses a beam to slice through a patient's protective epidermis, giving surgeons direct access to internal organs or systems. The base of the scalpel contains a touch-sensitive trigger that activates and deactivates the beam as needed. Another switch defines the beam size and intensity.

The last item on the *U.S.S. Prometheus* medical tray is an unknown device, as much of a mystery as some of the other new equipment on this prototype vessel. This device fits within the palm of the hand, with a domed silver center bisected by a disk. When it is picked up, lights flash around the device's perimeter.

The *U.S.S. Prometheus* is a prototype Starfleet vessel, and the medical kit in the ship's sickbay may still be experimental in nature. Federation scientists will certainly continue to upgrade and improve these life-saving instruments.



▲ The EMH from the *U.S.S. VOYAGER* is transmitted onto the *U.S.S. PROMETHEUS*, an experimental new starship.



▲ With the aid of a medical tricorder, the Doctor inspects Starfleet crew members who have been injured by the Romulans.



▲ Displayed on a medical tray are a range of devices, including several improved healing instruments.



▲ The sickbay aboard the *PROMETHEUS* is, like the rest of the ship's technology, state-of-the-art.



▲ Most Starfleet-issue medical devices are powerful and compact handheld units. In many cases these are capable of diagnosing and treating the patient in seconds.

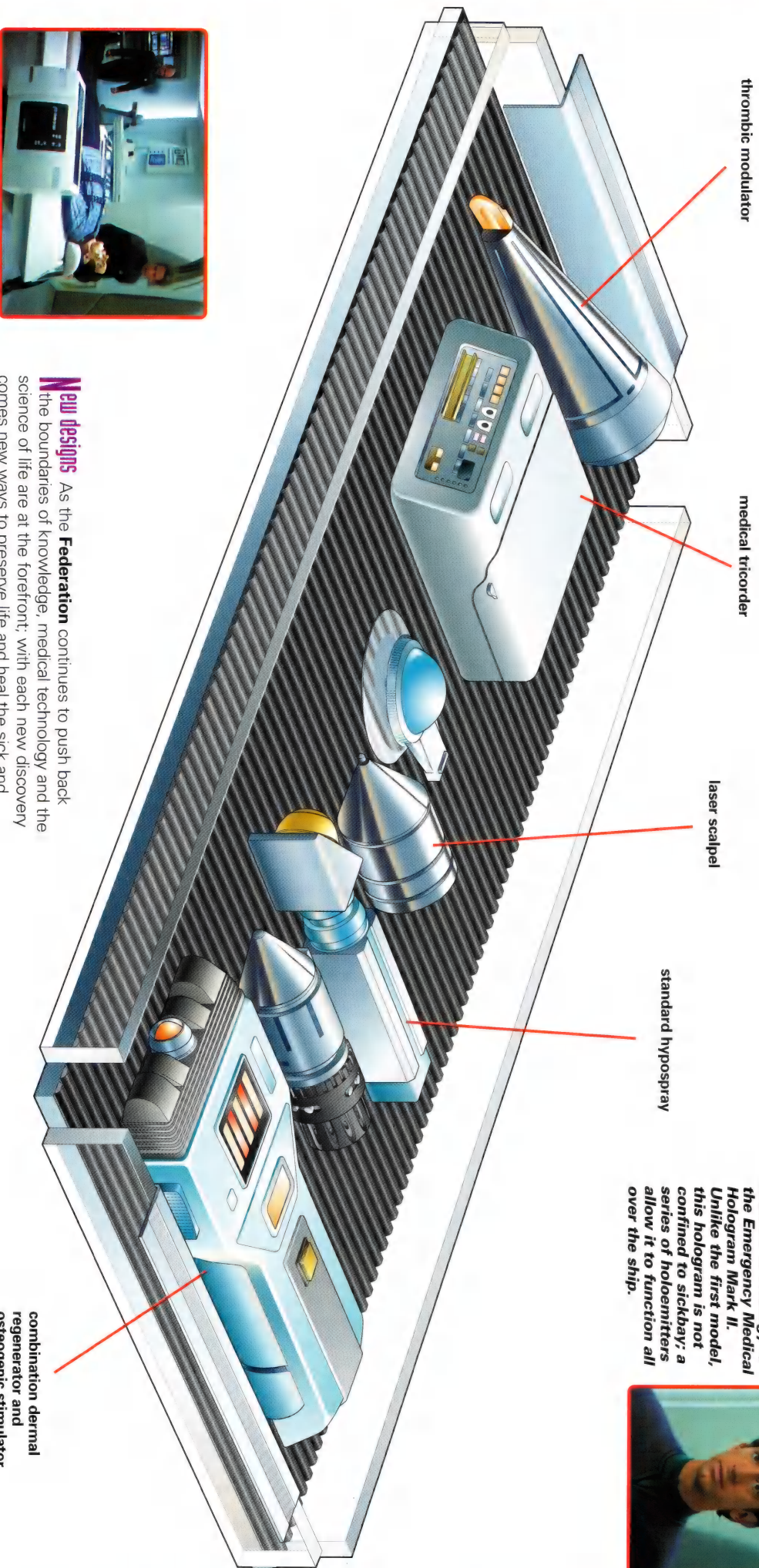


▲ The standard handheld medical tricorder still incorporates a detachable remote scanner for more precise diagnosis. Some medical instruments combine healing functions in their systems, allowing the doctor to treat a patient immediately.



Starfleet Medical Ht. 2374

ADVANCED HEALING



thrombic modulator

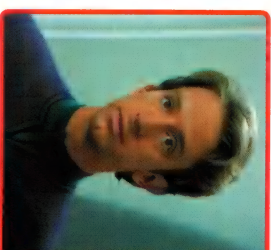
medical tricorder

laser scalpel

standard hypospray

combination dermal
regenerator and
osteogenic stimulator

▶ Perhaps the most impressive element of the U.S.S. PROMETHEUS's new medical technology is the Emergency Medical Hologram Mark II. Unlike the first model, this hologram is not confined to sickbay; a series of holomitters allow it to function all over the ship.



▶ The sickbay of the U.S.S. PROMETHEUS is fully equipped with diagnostic beds and the latest state-of-the-art medical instruments.

New designs As the Federation continues to push back the boundaries of knowledge, medical technology and the science of life are at the forefront, with each new discovery comes new ways to preserve life and heal the sick and injured. **Starfleet** sickbays are state-of-the-art facilities equipped with the very latest in life-saving hardware.



'Lower Decks'

Sam Lavelle, Sito Jaxa, Ensign Taurik, and Nurse Alyssa Ogawa — four ambitious junior officers on the *U.S.S. Enterprise NCC-1701-D* — anxiously wait to see if they have received promotions in the latest round of crew evaluation reports.

'LOWER DECKS'

"All I've ever wanted is to make a career for myself in Starfleet. I can't change what happened at the academy. No-one can. All I can do is work hard and try to earn the respect of the people I serve with."

— Ensign Sito Jaxa

In the **Ten-Forward** lounge on the *U.S.S. Enterprise NCC-1701-D*, Commander **William Riker** and Counselor **Deanna Troi** discuss the latest crew evaluation reports, unaware that **Ben**, a civilian waiter, can overhear their conversation.

Ben repeats what he has heard to four young and ambitious **Starfleet** officers: **Nurse Alyssa Ogawa**, **Sam Lavelle**, the **Vulcan Ensign Taurik**, and **Ensign Sito Jaxa**, a **Bajoran**. Lavelle and Sito are particularly close friends, and it unnerves them to learn they are both being considered for the new night duty posting at Ops.

Lavelle is convinced that Riker, the *Enterprise's* first officer, does not like him. Sito is equally unsure about her chances of advancement; two years previously, she was involved in the accidental death of **Cadet Joshua Albert** at **Starfleet Academy**. Since then, she has worked hard to rebuild her career and reputation. **Lt. Worf**, Sito's commanding officer in security, is impressed with the Bajoran girl's dedication and competence; he personally recommended her for the lieutenant's position.

Secret orders

Captain Jean-Luc Picard cancels the *Enterprise's* planned rendezvous with the *U.S.S. Clement*. He has received highly sensitive orders from Starfleet, diverting the ship to the **Argaya system**, close to the **Cardassian** border. Shortly after the *Enterprise* reaches its new destination, sensors detect an escape pod deep within Cardassian space, with a single humanoid life form aboard. **Geordi La Forge** and Ensign Taurik succeed in beaming the life form directly to sickbay just before the pod's life support systems fail.

Dr. Beverly Crusher asks Alyssa Ogawa to leave while she tends to her mysterious patient. Sito is posted to stand guard outside sickbay, but Picard orders her to his ready room. The captain then proceeds to give the ensign a severe dressing down; he has not forgotten that she helped to impede the official investigation into the death of Joshua Albert. Picard concludes the meeting with a devastating dismissal: "Quite frankly, I don't know how you made it onto my ship."

Dr. Crusher and Alyssa feel free to share personal and professional confidences. For example, the doctor reassures Alyssa that

ON SCREEN...



1 Riker and Troi discuss crew evaluation reports. Will finds Ensign Sam Lavelle overly ingratiating, but Deanna observes that the two men have a lot in common.



2 Worf may have recommended Sito Jaxa for a promotion, but the young Bajoran is still haunted by her involvement in the death of a cadet at Starfleet Academy.



3 Captain Picard informs Riker that he has received new orders from Starfleet Command, diverting the *U.S.S. ENTERPRISE* to a position close to the Cardassian border.



4 The captain tells Sito Jaxa that as far as he is concerned, she should have been expelled from the academy after the death of Cadet Joshua Albert.



5 La Forge asks Taurik, a Vulcan ensign, to deliberately damage a shuttlecraft. Geordi is not allowed to reveal the reason for this exercise to the junior officer.



6 Nurse Alyssa Ogawa helps Dr. Beverly Crusher perform a subdermal hematoma on their mysterious new patient: a badly-injured Cardassian male.



'Lower Decks'

she will become a lieutenant in the next round of promotions, while Beverly is the first to hear that Nurse Ogawa has become engaged to **Lt. Andrew Powell**. Dr. Crusher even asks Alyssa to help prepare their new patient – a Cardassian male – for surgery.

The next morning, in the ship's gym, Worf tells Sito that she may now be ready to participate in his advanced martial arts classes. To join in, she will have to pass the **Gik'tal**, a supposed **Klingon** ritual that tests one's knowledge of the **Mok'bara**. Worf places a blindfold over Sito's eyes, making it impossible for her to anticipate his attack. After a few frustrating exercises Ensign Sito removes her blindfold, complaining that the Gik'tal is not a fair test of her skills. Worf is pleased that the ensign has passed his challenge. There is no such ritual as Gik'tal, but he hopes that the next time Sito is judged unfairly, she will not suffer so many bruises before protesting.

An explanation

Emboldened by Worf's lesson in courage, Sito Jaxa confronts the captain. She asks to be judged on her merits, not on her past mistakes; if Picard cannot do this, she wishes to be transferred to another vessel. The captain, far from being angered by Sito's frankness, explains the thinking that lay behind his savage verbal attack. He was harsh with the young Bajoran because he was assessing her for a very important mission; like Worf, he needed to see how Sito reacted to a stressful situation. It was Picard who actually requested her for the *Enterprise*, as he wanted to make sure she was given the chance to redeem herself.

At 0900 hours, Sito is briefed, along with the senior staff, in the *Enterprise* observation lounge. She is introduced to the sickbay patient, **Joret Dal**, a member of the Cardassian military and a **Federation** operative. Joret risked his life to come aboard the *Enterprise* with information about his people's strategic intentions and now has to be safely returned to Cardassian space.

Since his own craft was destroyed, Joret will return in a Federation shuttlecraft deliberately fired upon by La Forge and Taurik. If he is stopped by border patrols, the Cardassian can claim he stole the shuttle while pursuing a Bajoran terrorist. Picard wants Sito to act as Joret's prisoner; once the shuttle is safely past the patrols, the ensign will be sent back to the *Enterprise* in an escape pod. Sito willingly accepts this dangerous assignment.

Lavelle is troubled by Sito's unexplained

absence, but neither Alyssa nor Taurik can tell him what they have learned. Sam is later on the *Enterprise* bridge when the remnants of an escape pod are detected. The Federation intercepts a Cardassian report stating that a Bajoran prisoner somehow escaped her captor and was killed in an evacuation pod as she tried to leave Cardassian space.

Captain Picard breaks the tragic news of Sito's death to the *Enterprise* crew; her friends and colleagues are devastated by the loss of this courageous young woman. Lavelle finds it particularly difficult to accept his promotion to the Ops post, but Taurik points out that the best way now for Sam to honor Sito Jaxa's memory would be for him to excel in his new position.

ON SCREEN...



7 The U.S.S. *ENTERPRISE*'s senior officers and the four young, ambitious ensigns engage in separate poker sessions. Ben, as a civilian, can attend both games.



8 Worf covers Sito's eyes and subjects her to an impossible martial arts test, in the hope that it will encourage the ensign to resist unfair treatment.



9 Captain Picard is delighted when Ensign Sito defends herself against his harsh judgement: it means she is ready to undertake a very dangerous mission.



10 Sito is introduced to Joret Dal, a Federation operative who hopes to divert the Cardassian people away from their violent empire-building.



11 Dr. Crusher applies false bruising to Sito's face to make it appear that the Bajoran has received harsh treatment from her Cardassian captor.



12 Worf joins Sito Jaxa's distraught companions at a table in Ten-Forward. Together they mourn the loss of a fine officer and valued friend.

STARSHIP FACTS

Taurik tells Geordi La Forge about Doctor Nil Diaz's experimental work at the Tanaline Propulsion Laboratory.

Sito Jaxa speaks enough Klingon to know that Gik'tal means "to the death."



'The Collaborator'

Vedek Winn and Vedek Bareil are the leading contenders in the race to be the new kai, Bajor's supreme religious leader. Bareil's election campaign is dealt a severe blow when Winn accuses him of collaborating with the Cardassians.

'THE COLLABORATOR'

"Winn is waiting to hear from me. Do you really want me to tell her that you ordered Bek to give the Cardassians the location of that resistance base? That you are responsible for the deaths of 43 people?"

— Kira to Vedek Bareil

The people of Bajor prepare to elect a new **kai**, the supreme leader in their religion. The main candidates are **Vedek Winn** and **Vedek Bareil**, Major Kira Nerys's lover. Against this backdrop of political intrigue, an elderly Bajoran draws a hostile crowd when he arrives on *Deep Space Nine*. He is **Kubus Oak**, a former **Cardassian** collaborator who is forbidden from ever returning to Bajor under the terms of the **Ilvian Proclamation**.

After a brief meeting with the traitor, Vedek Winn retrieves information on the Bajoran monk **Prylar Bek**, a known associate of Kubus Oak; in his suicide note, Bek admitted responsibility for the infamous **Kendra Valley massacre**. Forty three Bajorans, including the son of the former kai, **Opaka**, were slaughtered when Bek passed to the Cardassians details of the location of a rebel encampment in the valley. Winn offers Kubus sanctuary in exchange for the name of the man actually responsible for the massacre. Bek was a pawn, covering up for the actions of his guilty superior: Vedek Bareil.

Bareil's confession

Major Kira is forced to investigate this astonishing accusation. She uncovers erased transmission records that clearly implicate the man she loves. Bareil admits his guilt, but insists that if the Cardassians had not been given the location of the base they would have wiped out every village in the area, killing 1200 innocent Bajorans.

Bareil withdraws from the election and Winn is elected kai. However, Kira suspects that Bareil is still not telling her the full story. She forces the vedek to admit that he has been covering up for Kai Opaka: only she knew where the resistance cell was, as her son was a member. Bareil has nobly chosen to protect the former kai's reputation from the stigma of collaboration for the good of the Bajoran people.

ON SCREEN...



1 The Cardassian collaborator Kubus Oak claims he has returned from exile to die in peace on Bajor. Odo arrests Kubus under the terms of the Ilvian Proclamation.



2 Odo informs Major Kira that Vedek Winn has granted Kubus safe haven on Bajor in exchange for the name of the man actually responsible for the Kendra Valley massacre.



3 Kubus claims that Vedek Bareil visited Prylar Bek shortly before he hanged himself. Bareil refused to allow Bek to reveal the truth about their roles in the massacre.



4 Vedek Winn manipulates Kira into investigating the charges against Bareil. Much to her dismay, the major finds evidence that implicates her lover in the crime.



5 Bareil admits to being a collaborator, but Kira's pursuit of the truth reveals that the vedek was in retreat at Dakeen monastery in the week prior to the massacre.



6 After Winn is elected kai, Bareil finally confesses he has been covering up for Kai Opaka, in order to preserve her reputation as an enemy of the Cardassians.

STARSHIP FACTS

Vedek Bareil experiences a number of Orb visions that predict his downfall.

Kubus Oak was the fourth collaborator listed in the Ilvian Proclamation.





FILE 70 STAR TREK: DEEP SPACE NINE

'Tribunal'

The Cardassians arrest Chief Miles O'Brien for allegedly smuggling weapons to the Maquis. In accordance with Cardassian articles of jurisprudence, the accused is judged to be guilty before their trial even commences.

Miles O'Brien plans to take a vacation with his wife, **Keiko**. Shortly before departing, O'Brien runs into **Raymond Boone**, a colleague from the **U.S.S. Rutledge**. Boone records their entire conversation.

The O'Briens' **Runabout** has not long left the station when a **Cardassian** patrol vessel draws up alongside it. **Gul Evek** and his men beam aboard and arrest O'Brien for unspecified crimes against **Cardassia**. The chief is taken to **Cardassia Prime** and 'processed' in **Central Prison**. **Makbar**, chief archon to the Cardassian court, agrees to let **Odo** serve as O'Brien's **nestor**, or advisor to the offender.

Major Kira discovers that O'Brien recently used his personal voice authorization code to transport 24 **photon warheads** out of a station weapons locker and onto his vacation **Runabout**, perhaps with the intention of passing them to the **Maquis**. **Jadzia Dax** rescues O'Brien's reputation when she discovers that someone has manipulated his voice on the weapons locker recording.

Human impostor

Kira settles on Raymond Boone as a suspect, but the former **Starfleet** officer denies any involvement with the Maquis. **Dr. Julian Bashir** examines Boone and finds that he is actually a Cardassian surgically altered to resemble a human male.

O'Brien's trial gets under way. For the next two days, Odo does his best to defend his **Deep Space Nine** colleague, but Makbar prepares to deliver her damning verdict.

At the last moment, **Commander Sisko** arrives with a prisoner in tow – the false Raymond Boone. Makbar quickly realizes that the game is up: Sisko must know that the Cardassians framed O'Brien in an attempt to discredit the **Federation** for consorting with the outlawed Maquis. She dismisses the charges against the chief and he resumes his richly-deserved vacation.

'TRIBUNAL'

"The offender, Miles O'Brien – human, officer of the Federation Starfleet – has been found guilty of aiding and abetting seditious acts against the state. The sentence is death. Let the trial begin."

– Makbar, chief archon

ON SCREEN...



1 Workaholic Miles O'Brien prepares for a vacation. Just before he leaves, the chief runs into Raymond Boone, a former colleague from the U.S.S. RUTLEDGE.



2 The O'Briens' RUNABOUT is boarded by Gul Evek and his men. After searching the vessel, they arrest O'Brien for unspecified crimes against Cardassia.



3 Miles O'Brien is taken to Central Prison on Cardassia Prime, where he is subjected to a brutal examination by his cruel Cardassian jailers.



4 Major Kira conducts her own investigation into O'Brien's recent activities. It appears the chief may have been smuggling weapons to the Maquis.



5 After Dax establishes Chief O'Brien's innocence, Sisko and Kira interrogate Boone. They find out that he is not what he appears to be.



6 Sisko travels to Cardassia Prime to expose the conspiracy against the Federation. Makbar has no choice but to dismiss the charges against O'Brien.

STARSHIP FACTS

When O'Brien is arrested, Starfleet despatch the **U.S.S. Enterprise**, the **U.S.S. Prokofiev**, and the **U.S.S. Valdemar** to the border of the Demilitarized Zone.



L continued

lambda designation

A categorization of **Alliance** prisoners in the **mirror universe**. Lambdas have the fewest privileges, the worst living conditions, and the hardest labor. **Terrans** and ore workers on **Terok Nor** are classed as lambdas. (*Starship Log*: 'Crossover' [DS9]) **SEE FILES 18, 42, 70**

Lambda Paz

A desert moon orbiting **Pentarus V**. **Jean-Luc Picard** and **Wesley Crusher** were stranded on Lambda Paz in 2367. The only water source was guarded by a deadly sentry forcefield. (*Starship Log*: 'Final Mission' [TNG]) **SEE FILES 3, 4, 69**

Lamenda Prime

In 2370, **Benjamin Sisko** reported that **Kira Nerys** was collecting minerals on Lamenda Prime, a planet bordering **Cardassian** space. In actual fact she was rescuing **Li Nalas** from slavery on **Cardassia IV**. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILES 3, 70**

Lamonay S.

This was the name adopted by **Ibudan** after he killed a clone of himself as part of a scheme to frame **Odo** for murder. Ibudan wanted to repay Odo for sending him to **Kran-Tobal Prison**. (*Starship Log*: 'A Man Alone' [DS9]) **SEE FILES 43, 58, 70**

Lan'tuan sector

A region of **Delta Quadrant** space. Under the psychogenic influence of a bioplasmic creature, **Neelix** believed **Starfleet** would appoint him as its ambassador to this area. (*Starship Log*: 'Bliss' [VOY]) **SEE FILES 3, 43, 71**

land eel

This giant, cavern-dwelling serpent attacked and devoured the unfortunate **U.S.S. Voyager NCC-74656** crew member **Hogan** on the planet **Hanon IV** in 2373. A party sent to find Hogan escaped certain



death when **Tuvok** and **Chakotay** sealed the creature in its tunnel. (*Starship Log*: 'Basics', Part I [VOY]) **SEE FILES 3, 4, 71**

The land eel made a meal of Hogan, and wanted Tuvok and Chakotay for dessert.

landing party

A small group of starship crew members who temporarily leave the ship for fact-gathering purposes. By 2364, this phrase had been supplanted by the term 'away team.' (*Starship Log*: 'Where No Man Has Gone Before') **SEE FILE 68**

Landon, Yeoman Martha

Young woman assigned to the **U.S.S. Enterprise NCC-1701** in 2267. She and **Ensign Pavel Chekov** seemed as interested in studying each other as **Gamma Trianguli VI**, much to the bemusement of that world's natives, who knew nothing of sex. (*Starship Log*: 'The Apple' [TOS]) **SEE FILES 20, 68**



Captain Picard and Ensign Wesley Crusher were stranded with the shuttle pilot Dirgo on the arid planet Lambda Paz in 2367.

Landras blend

A warm drink from the **Delta Quadrant**. **Neelix** offered this brew to the **U.S.S. Voyager NCC-74656** crew as an alternative to the **Alpha Quadrant** beverage coffee. (*Starship Log*: 'Prototype' [VOY]) **SEE FILE 71**

Landris II

Site of an ongoing archeological investigation, under the direction of **Dr. Mowray**, in 2369. **Captain Picard's** desire to contact Mowray was thwarted by a security communications blackout imposed by **Stellar Cartography**. (*Starship Log*: 'Lessons' [TNG]) **SEE FILES 6, 69**

Landru

Humanoid male whose leadership rescued **Beta III** from self-destruction. A computer replacement eventually continued his rule, but after 6000 years the program became distorted, forcing **Captain Kirk** to pull the plug on Landru in 2267. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 3, 18, 68**

Lanel

Malcor III female working at the **Sikla Medical Facility**. She dreamed of being intimate with an alien, and her price for allowing **Commander William Riker's** escape from the facility was the fulfillment of that dream. (*Starship Log*: 'First Contact' [TNG]) **SEE FILES 18, 69**

Lang cycle fusion engines

This reactor system powered **Promellian** starships. The Lang cycle fusion engines on the **Cleponji** had been running for 1000 years when **Picard** found the ship intact near **Orelious IX**. (*Starship Log*: 'Booby Trap' [TNG]) **SEE FILES 40, 64, 69**

Lang, Ensign

Human female serving aboard the **U.S.S. Voyager**. Lang occasionally handled **Harry Kim's** Ops position on the bridge. During the **Nyrian** assault on the vessel in 2373, **Chakotay** left her in charge of defending the bridge. (*Starship Log*: 'Blood Fever' [VOY]) **SEE FILES 29, 71**

Lang, Lieutenant

Security officer on the **U.S.S. Enterprise NCC-1701** in 2267. Lang was killed on **Cestus III** by the **Gorn**, the same force that destroyed that planet's **Federation** post. (*Starship Log*: 'Arena' [TOS]) **SEE FILES 20, 68**

lambda designation

Lambda Paz

Lamenda Prime

Lamonay S.

Lan'tuan sector

land eel

landing party

Landon, Yeoman Martha

Landras blend

Landris II

Landru

Lanel

Lang cycle fusion engines

Lang, Ensign

Lang, Lieutenant

Lang, Natima

Langford, Dr.

Langor

Lantar Nebula

Lantaru sector

Lantree, U.S.S.

lapling

Laporin, Captain

Larell

Larg

Largo V

larish pie

Larkin, Nadia

Larna

Larosian virus

Lars



Landru continued to rule Beta III's civilization 6000 years after his death; a computer-generated image took his place but was later destroyed by James T. Kirk.



Martha Landon served as a yeoman aboard the U.S.S. ENTERPRISE in 2267. Her romantic involvement with Ensign Chekov proved a source of great curiosity for Gamma Trianguli VI's natives.



Lang, Natima Former paramour of **Quark**. Lang was a **Cardassian** professor of personal ethics and led the Cardassian underground movement. In 2370, Quark helped her to escape Cardassian 'justice.' (Starship Log: 'Profit and Loss' [DS9]) **SEE FILES 13, 50, 51, 70**

▶ **Professor Natima Lang's revolutionary idea – that Cardassian society should be free of oppression – led to her being viewed as a dangerous terrorist by the Cardassian authorities.**

Langford, Dr. This female archeologist was planning to work on **Suvin IV** in 2369. She asked **Jean-Luc Picard** to accompany her. (Starship Log: 'Rascals' [TNG]) **SEE FILES 6, 69**

Langor Native of **Brekka**. Along with her associate **Sobi**, Langor visited the **U.S.S. Enterprise NCC-1701-D** in 2364. She saw nothing wrong with enslaving the citizens of **Ornara** with narcotics to support Brekka. (Starship Log: 'Symbiosis' [TNG]) **SEE FILES 18, 69**

Lantar Nebula Astronomical formation recognized as the location of the fabulous **Sampalo** ruins on **Hoek IV**. **Q** tantalized **Vash** with the prospect of a visit to this exciting archeological destination in 2369. (Starship Log: 'Q-Less' [DS9]) **SEE FILES 6, 44, 70**

Lantar sector Region of space where it is impossible to form a stable warp field as a result of **Omega Molecule** contamination. In the 23rd century, a classified contingent of scientists under the direction of the **Starfleet** physicist **Ketteract** was studying the molecule here when the entire research station exploded. (Starship Log: 'The Omega Directive' [VOY]) **SEE FILES 5, 71**

Lantree, U.S.S. **Miranda**-class starship, registry number **NCC-1837**. The **Lantree's** 26-person crew died after calling at **Darwin Genetic Research Station** in 2365. The ship was destroyed by the **U.S.S. Enterprise NCC-1701-D** soon after. (Starship Log: 'Unnatural Selection' [TNG]) **SEE FILES 31, 69**

▶ **The crew of the U.S.S. LANTREE were killed after coming into contact with a group of genetically-engineered children whose overactive immune systems attacked their own healthy bodies, causing premature aging and death.**



lapling A tiny life form with a large mouth and huge blue eyes. Laplings were thought to be extinct in 2366, but the one surviving lapling lived in a glass display case in **Kivas Fajo's** den. (Starship Log: 'The Most Toys' [TNG]) **SEE FILES 40, 58, 69**

Laporin, Captain Laporin was a **Benzite Starfleet** captain who attended **Starfleet Academy** with **Benjamin Sisko**. He died in 2372 at the hands of **Klingons** hostile to the **Federation**. (Starship Log: 'Apocalypse Rising' [DS9]) **SEE FILES 7, 19, 70**



Larell Humanoid female who claimed to have once been married to **Morn**. Larell used her seductive appeal on **Quark** to try to find Morn's fortune before **Krit** and **Nahsk**, but failed and was arrested by **Odo**. (Starship Log: 'Who Mourns for Morn?' [DS9]) **SEE FILES 58, 70**

▶ **The seductive Larell ended up in custody when she pursued Morn's fortune.**

Larg This **Klingon** starship commander supported the **Duras** family during the **Klingon civil war**. Larg inflicted massive damage to the **Hegh'ta**, captained by **Kurn**, brother of **Worf**. (Starship Log: 'Redemption', Part II [TNG]) **SEE FILE 69**

Largo V Planet in the **Largo system**. In 2369, someone on Largo V was expecting a shipment of **Tamen Sahsheer** from **Captain Jaheel**. A medical quarantine delayed Jaheel's exit from **Deep Space Nine**, ruining the cargo. (Starship Log: 'Babel' [DS9]) **SEE FILES 40, 70**

larish pie A favorite **Bajoran** dish. **Cardassian** replicators on **Deep Space Nine** were programmed to duplicate it with delicious fidelity, according to Bajoran representative **Woban**. (Starship Log: 'The Storyteller' [DS9]) **SEE FILES 10, 70**

Larkin, Nadia **Starfleet** lieutenant stationed at the **Federation** base on **AR-558**. Following the deaths of her superior officers, Larkin was in command of the besieged troops resupplied by the **U.S.S. Defiant** in 2375. (Starship Log: 'The Siege of AR-558' [DS9]) **SEE FILES 19, 43, 70**

Larna **Koth**, Son of **Larna**, was an elderly **Klingon** replacement aboard the **I.K.S. Rotarran** during a combat mission to **Donatu V** in 2374. (Starship Log: 'Sons and Daughters' [DS9]) **SEE FILES 34, 70**

Larosian virus In 2369, **Dr. Bashir** suspected that **Jadzia Dax** had the Larosian virus when she suddenly became amorous toward him. She was actually a duplicate drawn from his own imagination. (Starship Log: 'If Wishes Were Horses' [DS9]) **SEE FILE 70**

Lars A male **drill thrall** on **Triskelion** in 2268. Lars was assigned to mate with **Uhura**, and also to prepare her for combat. He was accidentally killed by an **Andorian** teammate. (Starship Log: 'The Gamemasters of Triskelion' [TOS]) **SEE FILES 18, 68**

▶ **Lars was captured by the Providers and brought to the planet Triskelion, where he spent the remainder of his life fighting for the amusement of his captors.**





L continued

Larson Member of the **U.S.S. Voyager** crew. After Larson was 'exchanged' by the **Nyrians**, only **Chakotay** and **Gennaro** remained to defend the ship. (*Starship Log: 'Displaced' [VOY]*) **SEE FILES 29, 71**

Larson, Lieutenant Linda Officer assigned to the engineering department on the **U.S.S. Enterprise NCC-1701-D** in 2367. Lt. Larson tried to prevent a cascading failure on the **Argus Array** subspace telescope. (*Starship Log: 'The Nth Degree' [TNG]*) **SEE FILES 25, 69**

LaSalle, U.S.S. **Deneva-class Starfleet** ship, registry number **NCC-6203**. The **LaSalle's** detection of anomalous radiation in the **Gamma Arigulon system** triggered an investigation by the **U.S.S. Enterprise NCC-1701-D** in 2367. (*Starship Log: 'Reunion' [TNG]*) **SEE FILES 31, 69**

Lasaran **Cardassian** undercover operative at **Soukara** who was providing military intelligence for **Starfleet** in 2374. Lasaran was killed when **Worf** disregarded a rescue rendezvous in order to save **Jadzia Dax** instead. (*Starship Log: 'Change of Heart' [DS9]*) **SEE FILE 70**

Lasca, Lieutenant In an alternate reality, Lasca was a promising designer for the **Starfleet Engineering Corps**. With help from **Harry Kim**, he created the **U.S.S. Yellowstone**, an experimental **Runabout**.

(*Starship Log: 'Non Sequitur' [VOY]*) **SEE FILES 43, 71**



Lasca and Kim were responsible for a revolutionary **RUNABOUT** design in the 2372 of an alternate reality.

laser fusion initiator Laser-induced fusion reactors, such as the one on **Deep Space Nine** and in **Starfleet** impulse drives, need a laser fusion initiator device to spark the intense heat required to maintain a fusion reaction. (*Starship Log: 'The Forsaken' [DS9]*) **SEE FILE 70**

laser pulse system System used during battle simulations to imitate weapons fire between ships. In 2365, it was mounted on the **U.S.S. Enterprise NCC-1701-D** and the **U.S.S. Hathaway NCC-2593**. (*Starship Log: 'Peak Performance' [TNG]*) **SEE FILES 19, 69**

laser weapons Until approximately 2265, the **Federation** relied exclusively on laser energy to power all manner of armaments. After 2265, the **phaser** became the Federation's weapon of choice. (*Starship Log: 'The Cage'*) **SEE FILES 60, 67**



It is a **Meridian** custom to eat a **Last Meal** before the planet and its inhabitants return to a noncorporeal phase. They will remain in that state for 60 years.

Last Meal This is the feast eaten by the natives of the **Gamma Quadrant** planet **Meridian** before their world shifts into a noncorporeal phase. A Last Meal occurs every 60 years. (*Starship Log: 'Meridian' [DS9]*) **SEE FILES 18, 70**

Lasuma A city on **Bajor** known for its grain-processing activities. In 2369, 11 **Deep Space Nine** children were taken on a field trip to Lasuma by schoolteacher **Keiko O'Brien**. (*Starship Log: 'Dramatis Personae' [DS9]*) **SEE FILES 10, 43, 70**

Latara, Ensign A **Bajoran** woman living on **Deep Space Nine** in 2372. As newlyweds, she and her husband asked the **Emissary**, **Benjamin Sisko**, to bless their marriage. (*Starship Log: 'Accession' [DS9]*) **SEE FILES 10, 43, 70**

Latha Mabrin This **Shakaar** resistance cell operative became a **vedek** after the occupation. In 2373, a hunter probe sent by **Silaran Prin** killed him at the **Calash Retreat**. (*Starship Log: 'The Darkness and the Light' [DS9]*) **SEE FILES 10, 70**

Lathal Bine Negotiator from the **Beta Moon** of **Peliar Zel** who arrived on the **U.S.S. Enterprise NCC-1701-D** in 2367 for talks with the **Alpha Moon** representative. The **Trill Ambassador Odan** mediated the summit. (*Starship Log: 'The Host' [TNG]*) **SEE FILES 18, 69**

Latika Young humanoid native of a pre-warp civilization in the **Delta Quadrant**. Inspired by his father's media bureau job, Latika's aspirations were to be a journalist. (*Starship Log: 'Time and Again' [VOY]*) **SEE FILES 18, 71**

Latimer, Lieutenant Crew member on the **U.S.S. Enterprise NCC-1701** in 2267. Latimer was navigator on the **Shuttlecraft Galileo**; he survived the shuttlecraft's crash on **Taurus II**, but was killed by the planet's humanoid natives. (*Starship Log: 'The Galileo Seven' [TOS]*) **SEE FILES 20, 68**

Larson
Larson, Lieutenant Linda
LaSalle, U.S.S.
Lasaran
Lasca, Lieutenant
laser fusion initiator
laser pulse systems
laser weapons
Last Meal
Lasuma
Latara, Ensign
Latha Mabrin
Lathal Bine
Latika
Latimer, Lieutenant
latinum
Laughing Hour
'Laughing Vulcan and His Dog, The'
Laurelian pudding
Lauren
Laurieno Message
Holoprogram 101A
Lav'oti V
lavallies
Lavelle, Sam
Lawgivers
Lawmim Galactopedia
Lawton, Yeoman Tina
Laxeth
Lazarus
Lazon II



When **Captain Picard** and **Commander Riker** faced each other in a battle simulation, they used a **laser pulse system** to mimic the effect real weapons would have.



Crew members on the **U.S.S. ENTERPRISE NCC-1701**, under the command of **Captain Pike**, still used **laser energy** to power their weapons, including sidearms.





latinum

A currency widely accepted throughout the **Alpha Quadrant**. Latinum comes in denominations of **gold-pressed bars**, **strips**, and **slips**. To the **Ferengi**, the phrase '**latinum stairway**' means business is booming. (*Starship Log*: 'Past Prologue' [DS9]) **SEE FILES 14, 70**

▶ **Quark**, like most self-respecting **Ferengi**, spends his whole life in the dedicated pursuit of **latinum**. This valuable currency is used as a means of exchange throughout the quadrant.



Laughing Hour

Shiralea VI's Parallax Colony was like a never-ending party. **Lwaxana Troi** took **Alexander Rozhenko** to this colony via the **U.S.S. Enterprise NCC-1701-D holodeck**; the boy particularly appreciated the colony's daily Laughing Hour. (*Starship Log*: 'Cost of Living' [TNG]) **SEE FILES 48, 58, 69**

'Laughing Vulcan and His Dog, The'

During his attempts to escape a damaged **turbolift** with several children, **Captain Picard** suggested singing a song to keep them occupied. The children wanted to sing 'The Laughing Vulcan and His Dog', but Picard selected 'Frère Jacques'. (*Starship Log*: 'Disaster' [TNG]) **SEE FILES 43, 69**

▶ **Captain Picard** found he was unfamiliar with the song 'The Laughing Vulcan and His Dog' when he was stuck in a turbolift with several children.



Laurelian pudding

Milky-colored pudding. **Neelix** simmered one for four hours, which may have contributed to a bacterial infection of **U.S.S. Voyager's** bio-neural gel packs in 2371. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILES 29, 71**

▶ **Neelix's** culinary skills led to a malfunction in **VOYAGER's** computer system when the bacteria from the milk he used in a **Laurelian pudding** infected the bio-neural gel packs.

Lauren

Genetically-engineered human, one of several under the care of **Dr. Karen Loews**. Her ardent sensuality was a stark contrast to the personalities of fellow mutants **Jack**, **Patrick**, and **Sarina**. (*Starship Log*: 'Statistical Probabilities' [DS9]) **SEE FILES 58, 70**

Lauriento Massage Hologram 101A

A relaxing **holosuite** experience involving a body massage and a woman with webbed fingers. In 2369, **Deep Space Nine** residents were shocked to find that **Ibudan** had been murdered while using this program. (*Starship Log*: 'A Man Alone' [DS9]) **SEE FILES 58, 70**

Lav'oti V

Delta Quadrant planet. The fetid mud pits of **Pala Mar**, into which **Tom Paris** was pushed, or fell, can be found here. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILES 3, 71**

lavaflies

A bug found in the wetlands on **Rinax**. The lavaflies – some measuring as much as six centimeters in length – were plentiful during summer and an irritant to the **Talaxian** residents. (*Starship Log*: 'Macrocosm' [VOY]) **SEE FILES 18, 71**

Lavelle, Sam

Crewman assigned to the **U.S.S. Enterprise NCC-1701-D**. In 2370, he and **Ensign Sito Jaxa** vied for promotion and a posting to Ops. Lavelle was advanced after **Sito** died. (*Starship Log*: 'Lower Decks' [TNG]) **SEE FILES 25, 69**



Lawgivers

The enforcement arm of **Landru's** perfect vision of life on **Beta III**. The lawgivers were feared and obeyed, and had the authority to execute multiple offenders when deemed necessary. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

▶ **Robed figures** known as **Lawgivers** helped to enforce **Landru's** will on the population of **Beta III**. They were known to kill those who proved resistant to **Landru**.

Lawmim Galactopedia

A unique item in the possession of the obsessive collector **Kivas Fajo**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 40, 69**

Lawton, Yeoman Tina

A yeoman assigned to the **U.S.S. Enterprise NCC-1701** in 2267. Lawton agreed to date **Charles Evans**, but was rebuffed by the boy. He later temporarily turned her into an iguana. (*Starship Log*: 'Charlie X' [TOS]) **SEE FILES 20, 44, 68**

▶ **Janice Rand** introduced **Tina Lawton** to **Charlie Evans**. The young, attractive **Yeoman Lawton** came to regret the date when **Charlie** used his mental powers to turn her into an iguana.



Laxeth

Talaxian communications master and **Neelix's** long-standing friend. In 2372, **Tom Paris** pretended to leave the **U.S.S. Voyager** and joined Laxeth's fleet as part of a ruse to catch the spy on board ship. (*Starship Log*: 'Investigations' [VOY]) **SEE FILES 18, 40, 71**

Lazarus

The man who created the so-called **door in the universe** that granted egress to the antimatter universe. The door released a mad anti-Lazarus who was stopped only by the original's self-sacrifice. (*Starship Log*: 'The Alternative Factor' [TOS]) **SEE FILES 40, 68**

Lazon II

A **Cardassian** planet equipped with a slave labor camp. In 2371, **Thomas Riker** surrendered the stolen **U.S.S. Defiant** and was condemned to spend the rest of his life on Lazon II. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 43, 70**

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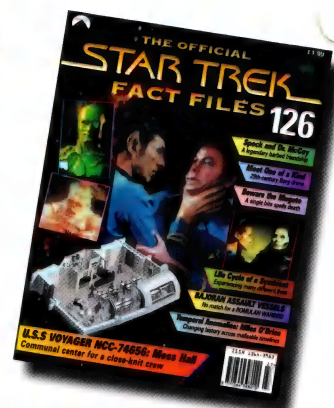
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 16A



THE UNITED FEDERATION
OF PLANETS

THE FEDERATION AND THE KLINGONS

For many years, relations between the Federation and the Klingon Empire are fraught with problems. War is a constant threat — until the destruction of the moon Praxis forces the empire to sue for peace.

The peaceful **United Federation of Planets** presents itself as a union of worlds dedicated to coexistence. The **Klingon Empire**, on the other hand, has mostly achieved its growth and expansion through violence. Possessed of these wildly divergent ideologies, the two powers unsurprisingly existed for many years in a perpetual state of conflict, following their disastrous first encounter in 2218.

Hostile borders

As the Federation continued to explore the galaxy, meetings with the Klingons became more frequent and more hostile. Habitable worlds near the borders between these two powers became increasingly important as strategic outposts,

and war looked likely.

The situation comes to a head on one of these disputed planets in 2267. A fleet of Klingon warships amasses near **Organia**, and an occupation force is sent to the planet; the Federation responds by sending the **U.S.S. Enterprise NCC-1701**. When shots are fired, a state of war is officially declared — but this is almost immediately stopped by the **Organians**, who reveal themselves to be a race of highly evolved, noncorporeal beings. They use their formidable mental powers to immobilize the forces of both sides and forcibly impose a peace treaty upon them.

The **Organian Peace Treaty** is initially effective in ending the violence and bloodshed, but it cannot

eradicate the underlying tensions. Relations continue to be strained.

In 2293, however, the growing diplomacy between the Federation and the Klingon Empire enters a new era. In the face of a crisis precipitated by the destruction of **Praxis**, a moon of **Qo'nos**, **Chancellor Gorkon** initiates peace talks.

Hard won peace

This is not an easy concept for many on either side to accept, and Gorkon is assassinated by a group of extremists. Fortunately, his vision of a lasting peace

Captains of war

Kor, a legendary Klingon warrior, is the **Military Governor of Organia**. A confrontation with **Captain Kirk** leads to a formal declaration of war.



Organian Peace Treaty

The strategically important planet of Organia turns out to be the home of advanced beings who impose a peace treaty on the Federation and the Klingons.



EARLY PEACE TALKS

Troublemaker to peacemaker

Koloth, a captain in the Klingon Defense Force, is involved in an ugly dispute with Federation forces over the development of Sherman's Planet in 2268, but later becomes a respected Klingon diplomat. In 2289, he engages in substantive discussions with Federation representative Curzon Dax during early talks between the powers. Dax remembers Koloth for his icy demeanor, but the two learn to respect one another and become good friends, aiding the understanding between the Federation and the Klingon Empire.

In his later years, Koloth becomes a diplomat and helps to lay the foundations of peace with the Federation. He forges a long friendship with the Trill, Dax.



Early in his military career Koloth is suspected of endangering the treaty between the Klingons and the Federation; Captain Kirk accuses him of using tribbles to sabotage a grain shipment needed for the development of Sherman's Planet.





The Guide to the STAR TREK Galaxy

FILE 7

CARD 16A



THE UNITED FEDERATION
OF PLANETS

THE FEDERATION AND THE KLINGONS

THE UNITED FEDERATION
OF PLANETS

After the destruction of the Klingon moon *Praxis*, Chancellor Gowron, and his daughter Azetbur, initiates peace talks with the Federation.



is realized through the courageous efforts of his daughter **Azetbur**, and **Starfleet** captains **James T. Kirk** and **Spock**. Their work leads to the signing of the **Khitomer Accords**.

Over the next 50 years the process of detente

slowly moves the Klingon Empire and the Federation toward a fully-fledged alliance, with several notable events serving to cement the peace. At **Narendra III** in 2344, the **U.S.S. Enterprise NCC-1701-C** earns the respect

of the empire for its honorable sacrifice in protecting the Klingon outpost from a **Romulan** attack. The alliance is strengthened when officer exchange programs are initiated between Starfleet and the **Klingon Defense Force** in 2365. This sees the **U.S.S. Enterprise NCC-1701-D's** **Commander Riker** serve aboard the **I.K.S. Pagh**, helping to engender mutual trust and understanding.

Aiding the empire

With the Klingon Empire mired in a brief civil war in 2367, there is ample scope for relations with the Federation to suffer, but the skillful diplomatic efforts of key Klingon and Starfleet

personnel, including **Klingon High Council** member **Gowron**, **Lt. Worf**, and **Captain Jean-Luc Picard**, ensure that the political unrest within the empire is brought to an end. In an historic act, Picard serves as **Arbiter of Succession** for Gowron's ascension to chancellor; in this way, the civil war forges even stronger ties between the Federation and the Klingon Empire.

Sadly, relations take a sharp negative turn in 2372, when the Klingons stage an all-out invasion of **Cardassian** space. The Federation condemns these actions, and Gowron responds by nullifying the **Khitomer Accords**. Fortunately this antagonism is stopped in its tracks when officers from **Deep Space Nine** are able to prove that a **Dominion** Changeling is masquerading as the military advisor **General Martok** and influencing Klingon policy in an effort to weaken the empire.

When Cardassia allies itself with the **Dominion** soon after, the Klingons and the Federation reinstate the **Khitomer Accords** in mutual

GALAXY FACTS

The **Organian Peace Treaty** states that any planet disputed by the Federation and the Klingons will be awarded to the side that demonstrates it can develop that planet most efficiently.

A Klingon orphan named **Worf** is rescued in from **Khitomer** in 2346 and raised by humans. He later becomes the first Klingon to serve in Starfleet.

defense of their territory. In the face of this new danger, relations between the two powers become closer than ever as their troops fight side by side.

Difficult friendship

It has not been an easy road to peace, however, nor is it likely that the two sides have reached their final destinations. For the Federation, extending the hand of friendship to an often brutal foe has been a difficult task; for the Klingons, peaceful relations fly in the face of their strongest cultural beliefs. The detente between the two factions is a testament to how determination and courage can overcome ideological obstacles.

THREAT OF WAR

Dominion plot

Relations between the Federation and the Klingons suffer in 2372 when, believing that the **Cardassian** government has been taken over by the **Dominion**, the empire invades **Cardassian** space. The Federation responds with the strongest possible condemnation; Chancellor Gowron, incensed by this lack of political and military support, nullifies the **Khitomer Accords**, expels all Federation citizens from the Klingon Empire, and declares an effective state of war between the two superpowers. In fact, it is the Klingons who have been infiltrated: an insidious **Dominion** plot to manipulate Klingon policy is exposed thanks to the work of several members of the **Deep Space Nine** crew, led by Captain **Benjamin Sisko**. Cordial relations are reestablished.

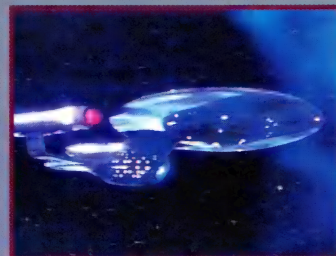


Worf challenges Gowron in the belief that he is a Changeling intent on starting a war between the Federation and the Klingons.

Riker takes part in an officer exchange program designed to promote better relations with the Klingons.

Pahash and Jodmos, alias Captain Sisko and Chief Miles O'Brien, expose a Changeling impostor responsible for the Klingon withdrawal from the **Khitomer Accords**.

Starfleet's **U.S.S. ENTERPRISE NCC-1701-C** meets its end while trying to defend a Klingon outpost from a brutal **Romulan** attack in 2344. The sacrifice made by the crew is not in vain, however, as it aids relations with the empire.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 61

THE PARADAS



OTHER GROUPS
AND RACES

The humanoid inhabitants of the Parada system in the Gamma Quadrant have been engaged in a civil war for more than 12 years. The opposing sides eventually invite the Federation to mediate during peace talks, but one faction is determined that the negotiations will not be a success.

The **Paradas** are an advanced race of reptilian humanoids. They hail from the **Gamma Quadrant Parada system**, which contains at least four planets and lies 74 minutes from the **Bajoran wormhole** at maximum warp. The largest planet in the system is **Parada IV**; it has seven moons and a strong polar magnetic field that can render a starship's sensors inactive for 27 seconds, effectively hiding it from

sensor searches.

The Paradas have slightly reptilian features and live mainly in underground dwellings. They are easily distinguished from other humanoids by their small mouths and the thick cranial ridge that runs the length of their skulls and around their dark-rimmed, deep-set eyes.

Dexterous race

Paradan hands feature only two digits, one of which is a thumb, but the race is nevertheless quite

▶ *The Paradas have dark, mottled skin similar to that of a reptile. There is a prominent ridge on the top of their heads.*

dexterous, and they handle most weapons with ease.

Another identifying feature is their variable smell. The odor of the secretions produced by their scaly, yellow-brown skin changes according to their mood; if a Parada is upset or agitated, the stink can be extremely potent.

The Paradas encountered by the **Federation** wear



ONE SIDE IN A CIVIL WAR

Rebel base

Parada II, the second planet in the system, is an important outpost for the rebels. This subterranean base has corridors cut from solid blue rock and white gravel floors, with access to the various chambers and corridors gained via keypad-controlled entry points. These chambers are sparsely adorned; one area features a simple, archway-like structure with inset lighting, for instance. Further doorways lead to adjoining chambers that contain sophisticated medical equipment and armaments.



▶ *Parada rebels operate from a secret underground base, lined with arms and supplies, on Parada II. The Paradan government's replicant of Chief Miles O'Brien is exposed here.*

▶ *Paradan skin secretions give off an odor that varies with their mood; the scent is particularly strong when they are angered.*

Designation Parada II
Class M **Quadrant** Gamma
Inhabitants Humanoid

Location Parada II lies 74 minutes into the Gamma Quadrant at maximum warp.

Features A secret rebel base containing weapons and medical supplies is situated underground in solid rock chambers.

Remarks There are at least three other planets in the Parada system. The largest of these is Parada IV, which is also the center for the government opposed by the rebels.

Starship log STAR TREK: DEEP SPACE NINE "Whispers"



OTHER CARDS IN THIS FILE...

47 THE BANEANS & THE NUMIRI

59 THE T'LANI & THE KELLERUN

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70

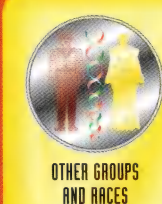
GALAXY FACTS

- ▶ The O'Brien clone created by the Paradas is so accurate that he even enjoys the same beverage: a Jamaican coffee blend, double strong and double sweet.
- ▶ The rebels have informants inside the Paradan government.
- ▶ The Paradas are not the only race to have developed advanced cloning technology, but such practices are frowned upon by the Federation.

dark, thick clothing that appears to be a uniform, and provides them with effective protection from the elements. The outfit is unremarkable except for some pleated beading that runs around the front of the shirt and the gold-colored stitching along the outside edge of the pants.

The Paradas have been engaged in a cold-blooded civil war for more than a decade, but the cause is unknown to the Federation. Hostilities erupted between the rebels and the official government in 2358 and continue until 2370, when both sides seek arbitration from Federation authorities to negotiate a peace.

Even while negotiations are in progress, the Parada



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 61

THE PARADAS



OTHER GROUPS AND RACES

factions remain suspicious of one another, and ask **Commander Benjamin Sisko** of *Deep Space Nine* to provide thorough security measures. These instructions are followed up daily by both parties to ensure there are no lapses.

The rebels have their base of operations in a subterranean location on the second planet in the system, **Parada II**. This outpost consists of a series of chambers hewn from the rocky caves, and houses the rebels' medical and arms supplies.

Important rebel

The main rebel leader is **Coutu**. He is a stout figure, earnestly trying to right the wrongs he feels have been committed by the Paradan authorities. When Coutu discovers that the government has taken a member of **Starfleet** captive, he does not hesitate in notifying the Federation, and works with them to achieve the safe return of **Chief Miles O'Brien**.

Coutu's life is forever in danger, so he is constantly protected by at least one bodyguard, who carries a holstered pistol as well as a hand weapon concealed

behind his back. A direct hit from one of these weapons is capable of killing a typical humanoid within minutes; even ministrations from a trained Starfleet medic are unlikely to be enough to help the unfortunate victim.

The Paradan government is single-minded in its pursuit of the rebels, and this leads them to hatch a nefarious plot. When Chief O'Brien is dispatched to the Parada system to be briefed on security arrangements for the peace talks, he is taken captive. The government possesses

▶ **The Paradan government's plot to sabotage the peace talks ends when the Miles O'Brien replicant is shot by one of the rebels.**

highly-advanced cloning technology, which it uses to create a double of the chief. Convinced that he is the real O'Brien, this replicant is sent back to *Deep Space Nine* to disrupt the negotiations.

Luckily, the government plan is disclosed to the Parada rebels by a

▶ **In 2370, both sides in the Parada civil war rule out secret exchanges with Federation arbiters. However, the government intend to clone O'Brien and then use him against the rebels.**



sympathetic informant, and they in turn report the news to Starfleet via **Admiral Rollman** at **Starbase 401**.

Plot foiled

The rebels determine that there is probably a triggering mechanism programmed into the replicant O'Brien that will take over during the peace talks, perhaps prompting him to assassinate one or more of the delegates. Until that time he thinks and acts as does the real O'Brien.

The replicant O'Brien eventually returns to Parada II, believing that he has uncovered a conspiracy on *Deep Space Nine*. There he finds his 'original,' but is shot by Coutu's bodyguard. With the plot exposed, the real chief is safely returned to the station.

Despite its failure, this clever plan highlights the Paradan government's duplicity and willingness to resort to immoral tactics. It is determined to achieve victory over the rebels by whatever means possible.

PERFECT COPY

Genetic engineering

The Paradan government has developed a sophisticated cloning device with which they are able to make detailed copies of complex life forms. They use this technology to create a replicant of Chief Miles O'Brien, intending to use him to disrupt the upcoming peace talks with the rebels on *Deep Space Nine* by programming in a trigger mechanism to kill some or all of the rebel contingent. This copy of the chief is so perfect that even he does not realize that he is not the real O'Brien, and Dr. Julian Bashir's medical tests reveal nothing out of the ordinary.

Ironically, the government plan fails precisely because the duplicate acts just as the real O'Brien would. He becomes so suspicious of the odd way in which his colleagues – who have been warned of the rebel plan – are treating him that he returns to the Parada system to voice his concern that security for the talks has been compromised. In the ensuing confusion the clone is killed, but his last thoughts – of Keiko O'Brien, the woman he loves – underline further the incredible craftsmanship on display.



▶ **Not realizing that he is a clone, the replicant O'Brien tries to work out why his friends and colleagues are treating him so oddly.**

▶ **Returning to the Parada system, the replicant demonstrates the same skills as the real O'Brien in avoiding his pursuers.**

The Husnock Vessel

Starfleet's apparent first encounter with a *Husnock Vessel* takes place in 2366, but the ship encountered by the *U.S.S. Enterprise NCC-1701-D* at Delta Rana IV is not what it seems.

The race known as the **Husnock** were a cruel, warlike people who destroyed whatever they could not dominate, but the *Husnock Vessel* that confronts the *U.S.S. Enterprise NCC-1701-D* in 2366 is actually revealed to be a simulation created by a **Douw**d, the sole surviving life form on the nearby **Delta Rana IV**. Because of this, and the fact that the Douwd intends the apparitions simply to occupy the *Enterprise*, the offensive and defensive capabilities of the genuine article cannot be accurately judged; the data gathered can be assumed to be broadly accurate, however, as a formidable arsenal fuelled the Husnock attack on Delta Rana IV.

The appearance of the illusory vessel changes between its first and second confrontation with the *Enterprise*, and it is possible that each is a different class of ship in the Husnock fleet. Both types are unlike anything the *Enterprise* crew have seen, and cannot be matched in the ship recognition database.

The first ship encountered is a sleek, wedge-shaped affair tapering to a snub point in the bow, with a length of 3000 meters and a mass five times as great as the *Enterprise*. The main section consists of two distinct plates, flat on the top and bottom, and curving round at the sides. These buckle out slightly where they join in a straight line, along the sides of the vessel. A superstructure sits atop the rear section of the hull, with portholes set into the front; this may be the control area, placed much like the bridge of 20th-century Earth supertankers. A small circular section rises slightly from the hull in front of the superstructure, a blue glow emanating from the front hemisphere.

More portholes are set into the *Husnock Vessel's* underside, dotted over the bottom

of the nose section and forming two thick strips down the left and right underside of the hull. Two weapons extend from beneath 'wings' in the stern; these fire blue energy bolts that join together to form a more powerful blast. **Lt. Worf** identifies these as streams of positrons and antiprotons, with a firepower equivalent to 40 megawatts. This is not sufficient to damage the *Enterprise*, though it may not be an accurate reflection of the real ship's firepower.

Instant improvements

This first vessel makes a swift departure from Delta Rana IV; actual *Husnock Vessels* may also have been capable of **warp 9** velocity and beyond. The intruder returns, however, when it becomes clear that the *Enterprise* is not leaving, and now appears to be a bulkier, more formidable version of the first, with a thicker main hull; according to Commander Riker, it looks much "meaner" this time.

This ship has three glowing strips across the stern, and an additional energy weapon added to the underside of the hull. This fires in conjunction with the two larger side weapons to generate a combined, highly destructive equivalent of 400 gigawatts of particle energy. Impressive shield technology is also in evidence, forming a barrier impervious to the *Enterprise's* **phasers** and **photon torpedoes**.

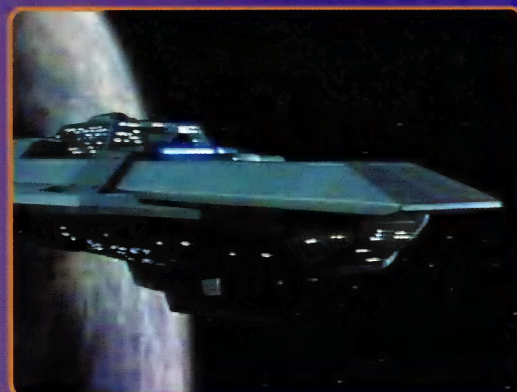
The devastating attack on Delta Rana IV is the only known instance of a *Husnock Vessel* entering **Federation** space. The Douwd, an immortal being with great powers who lived on the planet in humanoid form, was inconsolable over the loss of his mortal wife and destroyed the entire Husnock race in a moment of anger. Accordingly, any information regarding this cruel race is now secondhand.

OTHER CARDS IN THIS FILE...

26 PROMELLIAN BATTLE CRUISER
31B KRENIM WARSHIP

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701-DFile 25
STAR TREK: THE NEXT GENERATIONFile 69



▲ The Husnock's devastating attack on Delta Rana IV was unprovoked; as the race is now extinct, the reason behind the brutal raid on the colony will never be known.



▲ The Douwd's illusory **HUSNOCK VESSEL** is more than a match for the **GALAXY-class U.S.S. ENTERPRISE NCC-1701-D**, the Federation's most advanced ship.



▲ At five times the mass of the *U.S.S. ENTERPRISE*, the **HUSNOCK VESSEL** may be able to carry thousands of crew members or troops.



▲ The primary weapons used by the Husnock ship are directed energy arrays mounted beneath and on each side of the main hull.



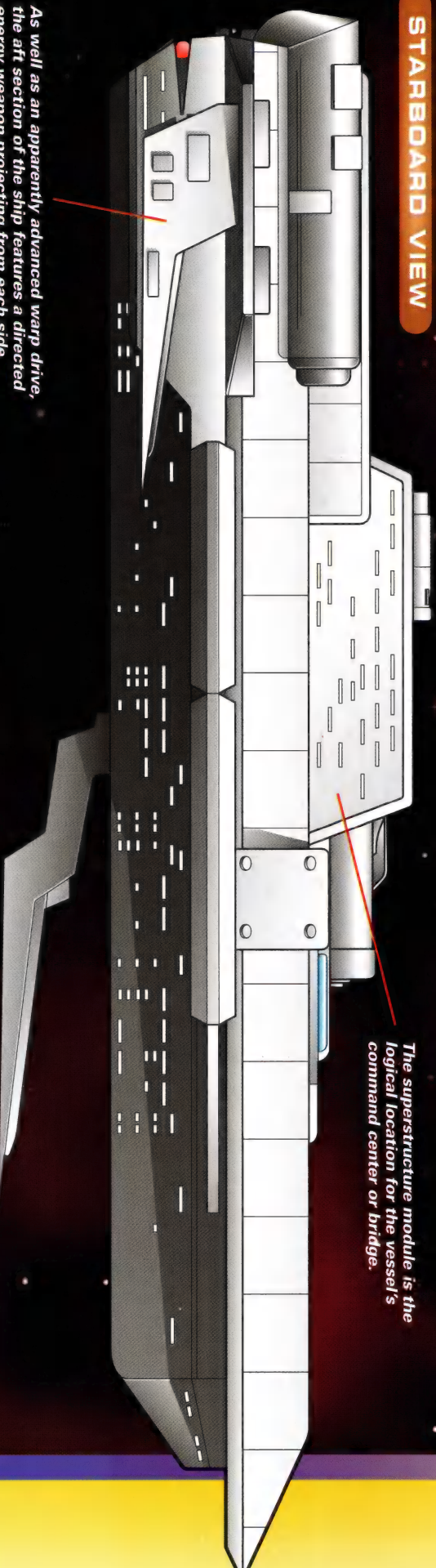
▲ The alien warship's energy shields are capable of deflecting the most powerful weapons in the *ENTERPRISE* arsenal, including a full photon torpedo spread.

The Husnock Vessel

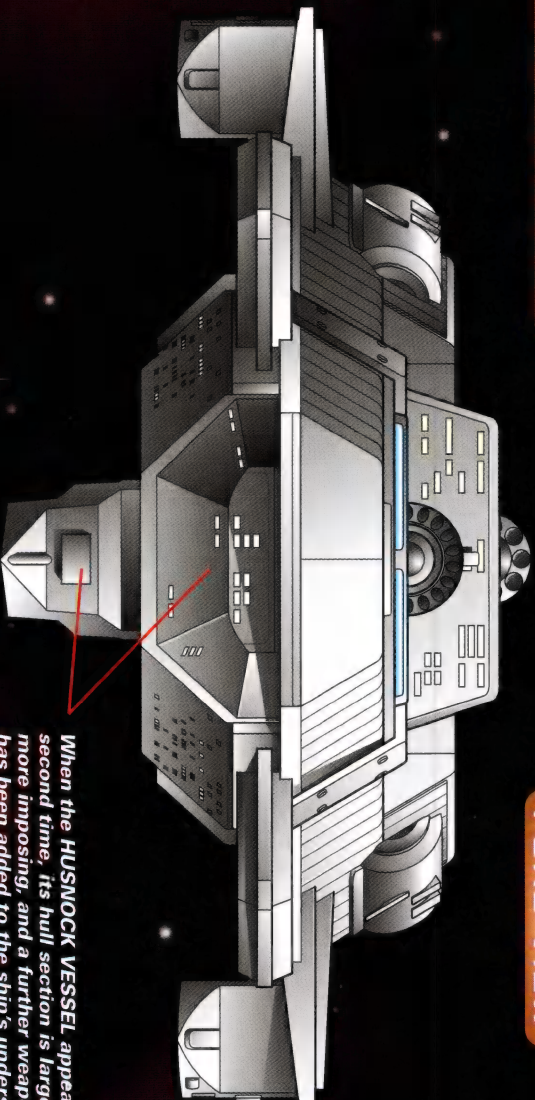


▶ No record of any ship matching the design of the Douwd's projected HUSNOCK VESSEL exists in the Starfleet database of 2366.

STARBOARD VIEW



As well as an apparently advanced warp drive, the aft section of the ship features a directed energy weapon projecting from each side.



FORE VIEW

When the HUSNOCK VESSEL appears a second time, its hull section is larger and more imposing, and a further weapons array has been added to the ship's underside.

The superstructure module is the logical location for the vessel's command center or bridge.

THE HUSNOCK VESSEL

First recorded: 2366

Type:

Warship

Remarks:

The Husnock ship is a large and formidable battle cruiser, capable of destruction on a planetwide scale.



ROLES WITHIN STARFLEET

SHIP'S COUNSELOR

DUTIES AND ROLE

A ship's counselor has a vital role to play aboard a *Starfleet* vessel. As well as monitoring the mental health of the ship's crew, he or she is responsible for evaluating staff performances and providing advice on command decisions.

Starfleet vessels and facilities consist of many complex systems that require regular attention and servicing in order to keep them at peak performance, and the same can be said of the personnel manning them. There are huge pressures upon individuals regardless of rank, age, or duty, and these need to be carefully considered, whether it be during the routine day-to-day running of a ship or in more stressful times involving danger or conflict.

The mental health of the crew used to fall within the domain of the chief medical officer, but has now become a separate role. The seeds of this were sown as early as the 2260's, when psychiatrists such as **Dr. Elizabeth Dehner** were assigned to deep space exploration vessels to evaluate the effects of such missions on the crew. By the 2360's, crew morale and psychological wellbeing is assigned to the specialist field of ship's counselor. Some vessels may also have an assistant counselor.

Fully-trained officers

A Starfleet counselor is primarily responsible for the mental and emotional health of the crew complement of the facility to which they are assigned, but this is not the only aspect of the position. Counselors are usually part of a ship's senior command crew, and can hold ranks as high as commander. As such, they may be called upon to assume command of the entire vessel in times of crisis.

Counselors undergo exactly the same training and examinations as any other career officer, and are trained to deal with situations that require an unorthodox approach, or a decision they would not usually take in their caring profession. In common with other officers, they must graduate from **Starfleet Academy** before being allowed to enter active service.

The counselor will often have a private office in which to carry out their counseling duties, and some also have a seat on the bridge, next to the captain and first officer. The captain often has cause to call upon the experiences of the counselor in **first contact** situations; they will advise on the cultural distinctiveness of races or suggest social etiquette that may need to be observed during communication.

The ability to directly influence the captain's command decisions is an extremely important responsibility. A counselor is required to have a high degree of understanding, intuition, and confidence in all aspects of the running of a ship, and must also be aware of the protocol needed to deal with any species that may be encountered.

A counselor's advice and experience often proves invaluable, especially if they have empathic abilities, such as the half-Betazoid **Deanna Troi**, of the *U.S.S. Enterprise NCC-1701-E* and its predecessor. There are many instances of Counselor Troi providing **Captain Picard** with advice and insights on command



▲ *Traveling through the unknown depths of space can be a traumatic experience. In 2367, Counselor Troi helps a fellow Betazoid who is found in a catatonic state after his ship is snared in a Tyken's Rift.*



▲ *Dr. Elizabeth Dehner, a psychologist, is posted to the U.S.S. ENTERPRISE NCC-1701 before the widespread appointment of starship counselors; she is there to study the reactions of the crew in crisis situations.*

decisions; she has helped to avoid conflict on many occasions, and can advise the captain when someone is attempting to deceive him. Her skills come in particularly useful when dealing with species that are not sentient, or which do not use conventional language.

The counselor is required to sit in on the majority of senior staff briefings and meetings, and often accompanies away team missions, especially on diplomatic visits or functions. A counselor's advice and expertise in these instances can be vital in avoiding cultural difficulties.

Maintaining morale

The counselor's main role, however, is to monitor and evaluate the crew's mental health. In order to help them do this, they have the same kind of access as the chief medical officer to the captain and personnel records, and, on a regular basis, will liaise closely with the first officer. In this way, the counselor can warn the command staff if the crew are feeling uneasy or having problems with morale. Similarly, the counselor can discuss crew performance evaluations and the overall wellbeing of individual personnel with the captain; likewise, they often play a significant role in evaluating crew members for promotion.



▲ *On ships that accommodate families, such as the U.S.S. ENTERPRISE NCC-1701-D, a counselor's role often includes helping those having problems with their children. Worf frequently seeks Counselor Troi's advice on how best to deal with his son, Alexander.*



FILE 19 A Guide to FEDERATION STARFLEET

If there is a perceived problem with a member of the crew, the counselor can approach any head of department directly to express their concern, and give support to the individual when required. Conversely, a senior officer may approach the counselor for advice on a difficult subordinate.

A counselor is prepared to offer support of a professional or personal nature. In the case of poor conduct or work, the counselor will attempt to get to the core of the problem, whether it be feelings of inadequacy, lack of confidence, or even intimidation by a colleague or superior. This aspect of the job is particularly important, as a crew member not performing his or her duties properly because they are preoccupied can adversely affect the safety of the ship and all those on board.

It is important that every crew member feels comfortable with their counselor, and sees them as someone with whom problems can be shared. Tact, sensitivity, and diplomacy are vital.



▲ **Chief Miles O'Brien is cynical about counselors, believing that talking to friends is more beneficial than discussing problems with a stranger. Nevertheless, he agrees to see Counselor Telnorri following his ordeal at the hands of the Argrathi.**



▲ **Station counselor Ezri Dax is a great asset to DEEP SPACE NINE during the war with the Dominion, as she can help people suffering with bereavement.**

A different counselor can be appointed if the client is not comfortable with the present one, but choice is often limited on a starship, putting extra strain on the counselor to be all things to all people.

Not all crew members see the point of counseling or the need to talk to an appointed professional, and sometimes prefer to deal with problems on their own, or perhaps lean on their friends for emotional support. One such person is **Deep Space Nine's Chief Miles O'Brien**. After he is implanted with memories of a 20-year prison sentence by the **Argrathi** government, he finds the questions asked by station counselor **Telnorri** "pointless", but in the end he comes to realize that he needs the kind of professional help that his friends alone cannot provide. This helps him come to terms with his ordeal, but his general opinion of counselors remains fairly low; he later discusses this with **Captain Lisa Cusack** of the **U.S.S. Olympus**, who shares his feelings.

Permanently on call

The counselor is the first point of contact for crew members who are having personal problems, especially in times of bereavement, depression, or strain. Official appointments can be made on a daily, weekly, or monthly basis, but the counselor is never really off duty, and can usually be approached informally. There is no stigma associated with seeing a counselor, and even the most well-balanced of individuals seek their help. Captain Picard is known to have seen Counselor Troi in a professional capacity on several occasions, such as when he is trying to overcome his ordeal with the **Borg** in 2367, and following his torture at the hands of the **Cardassians** two years later.

A good counselor knows when to listen and when to question. What is discussed within their office is treated as strictly confidential, unless the counselor feels the person may be a danger to themselves or others. In such circumstances, and in conjunction with the chief



▲ **Counselor Troi's invaluable advice and insights help Captain Picard make informed command decisions, especially in matters concerning first contact.**

medical officer, the counselor can declare an individual unfit for duty and have them suspended from service. Counselors thus need an extensive knowledge of the Starfleet regulations that govern the ship's staff, from the lowliest enlisted crewman up to the rank of captain.

The counselor therefore occupies a pivotal and sensitive role on board starships and starbases. They offer advice to the very highest level of command, and combine compassion, sympathy, invention, and creativity while being accessible to every member of the crew.



▲ **Counselors must be prepared to help all sorts of people deal with many different kinds of problems. Ezri Dax uses her counseling skills when the ever-complex Cardassian Garak suffers bouts of claustrophobia; she discovers that these attacks are brought on by feelings of guilt over siding with the Federation against his own people during the war.**

Wesley Crusher: Childhood

In 2364, at the age of 15, Wesley Crusher comes to live on board the *U.S.S. Enterprise NCC-1701-D* with his mother, Chief Medical Officer Beverly Crusher. He soon begins to take advantage of the rare opportunities for work and study offered on the vessel.

As the son of two starship officers, Wesley Crusher spent much of his childhood on Starfleet facilities. His early years were not always idyllic, however; he was only five years old when his father died aboard the *U.S.S. Stargazer* in 2354. Since then his mother, Dr. Beverly Crusher, has raised him alone and done her best to make sure the loss of his father does not have a detrimental effect on Wesley's development.

Wesley spends four of his teenage years aboard the *U.S.S. Enterprise NCC-1701-D*, the deep space exploration vessel to which his mother is posted

in 2364. His life on board the starship is similar to that of children everywhere: he studies, plays sports, has friends, falls in love, and plans for his future.

Friends and playmates

Wesley is not the only teenager on the *Enterprise*. The generational ship is equipped with a nursery and classrooms, and teachers are assigned to instruct the children of its crew. There are always a few children of Wesley's age aboard at any given time, and the next crew rotation may bring with it a new set of friends.

One advantage of living on board the ship is the wide range of resources it offers for education. The

PROFILE OF A BRIGHT BOY

NAME: Wesley Crusher

LIFE FORM: Human male

HOME: The *U.S.S. Enterprise NCC-1701-D*

FAMILY: Dr. Beverly Crusher (mother), Jack Crusher (father, deceased).

REMARKS: The son of two Starfleet officers, Wesley grew up in the closeted environments of deep space exploration vessels. He comes aboard the *Enterprise* when his mother is posted to the ship.

FIRST SEEN: "Encounter at Farpoint" [TNG]



▲ Wesley Crusher's own future appears to be mapped out from the start; he expects to follow his parents into Starfleet. His teenage years are spent on board the *U.S.S. ENTERPRISE*, where he has plenty of opportunity to savor his childhood, while preparing for adult life.

TAKING RESPONSIBILITY

★ Ringleader

Wesley tends to be a leader among the ship's children. He organizes a hunger strike when some of them are kidnapped by the inhabitants of Aldea.



★ Naughty boy

Like all teenagers, Wesley often gets into trouble. On one occasion he accidentally violates Edo law.

★ The scientist

Study forms a major part of Wesley's life on board the *U.S.S. ENTERPRISE*. He has access to the ship's extensive resources.



extensive library data banks rival anything available planetside, and a starship's personnel have a wide range of interests and skills that they are often willing to share. The *Enterprise* senior crew often play host to delegates from alien cultures, and Wesley goes on field trips to the planets the ship visits; one such visit takes him and 11 other students to the world of Quazulu VIII in 2364.

Budding scientist

Wesley can research his school project in Main Engineering, where he can observe experiments being performed on the warp core, or in the science labs, where he can carry out his own experiments in such advanced disciplines as nanotechnology. There is even the possibility of

OTHER CARDS IN THIS FILE...

- 31 DR. BEVERLY CRUSHER
- 31A DR. CRUSHER: FAMILY
- 34A WESLEY CRUSHER: GENIUS
- 34B WESLEY SAVES THE DAY
- 72 JACK CRUSHER

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69



Wesley Crusher: Childhood



★ **Like mother, like son**
Dr. Beverly Crusher, Wesley's mother, is chief medical officer on board the ENTERPRISE. They share an interest in science.



★ **Absent parent**
Wesley lost his father, Jack, at the age of five. He died on a mission under Jean-Luc Picard's command.

independent discoveries: the **nanites** that Wesley creates in 2366 turn out to be self-replicating and sentient creatures that are eventually granted colonizing rights on the planet **Kavis Alpha IV**.

Study comes first

Wesley is never allowed to forget the importance of education. When he is made an acting ensign at the age of 15, **Captain Picard** insists that his duty schedule be "heavy on study," and various senior ship's officers, including **Commander Riker** and **Lt. Commander Data**, supervise his studies. His academic work on the *Enterprise* is of a high enough standard that **Starfleet Academy** grants him course credit for it.

Luckily, life is not all study for Wesley. The **holodeck** offers diverse forms of recreation, and Wesley takes full advantage of it. He enjoys many sports; he and a friend take ski lessons on the holodeck, and he is good enough

to take on the **Denubian Alps**. Wesley also learned the basics of baseball from his father, **Jack Crusher**, when he was young.

When Beverly Crusher takes on the post of head of **Starfleet Medical** for a year, the 16-year-old Wesley must make a difficult choice: go with his mother to live on the space station where the facility is based, or request permission to stay at 'home' aboard the *Enterprise* without her. His choice, guided by **Ten-Forward** barkeep **Guinan's** sage advice, is to stay.

Constant change

Wesley knows from a young age that life aboard a starship has its down side. Until his appointment as an ensign, clear boundaries are set to delineate where he may and may not go on the ship, and Captain Picard refers to him with some irritation as "the boy." There is little chance for routine: duty assignments change, friends leave, and nothing – not even life itself – can be taken for granted. His father's death is something that takes the young man a long time

with which to come to terms.

Death is, unfortunately, an unavoidable part of serving aboard a Starfleet vessel. On the inevitable occasions when the *Enterprise* goes into combat, every effort is taken to protect the children and civilians aboard, but often this can only go so far. Interstellar exploration also has its risks, from exposure to alien diseases to the unknown ways of different cultures – as Wesley finds out when he accidentally stumbles into a punishment zone on the planet **Rubicun III**. Under local **Edo** law, the punishment for this transgression is execution.

Captain Picard is able to intervene to save Wesley's life on this occasion, but the possibility of unknowingly violating another society's rules and customs is always present. Despite its risks and uncertainties, however, life among Starfleet's finest has equipped Wesley to choose his own path, and his childhood and teenage years mold him into a mature, responsible young adult.

Given his surroundings and heritage, it is not surprising that Wesley is eager to join Starfleet. He does not pass the academy examination the first time he sits it, and misses a second chance to take it through no fault of his own, but when he does eventually succeed in gaining admission, Wesley slowly realizes that he will have to find his own, unique path through life.



★ **Love interest**
During his time aboard the U.S.S. ENTERPRISE, Wesley meets his first love, Salia of Daled IV.

"Think of all you have to look forward to. This is a great time to be alive ... We've only charted 19 percent of our Galaxy. The rest is out there, just waiting."
 — Wesley to Salia

FIRST LOVE

Metamorphosis

Wesley's first romance occurs on board the *Enterprise*. One of the visitors to the ship is the young woman Salia, who is returning to her home-world, Daled IV, in the hope that she can bring peace to the planet. As an allasomorph, she takes the form of a beautiful teenage girl, and Wesley is greatly attracted to her despite the hostility of her protective guardian, Anya. Like many first romances, it does not last; Salia's responsibilities to her planet, as well as the physical differences between her and Wesley, present too wide a gulf. Nevertheless, Wesley emerges from the experience a wiser young man, and one who has learned an important lesson by accepting Salia in her true form.

▶ Revelation

Wesley is shocked to discover that Salia and Anya are shapeshifters known as allasomorphs. He feels betrayed and lied to by the 'girl' with whom he fell in love.



▶ Disobedient

When the allasomorph Salia comes aboard the *ENTERPRISE*, Wesley is instantly attracted to her. He does not heed Captain Picard's request that he discontinue the friendship, while Salia ignores the wishes of her protector, Anya.



Commander Kieran MacDuff

Commander Kieran MacDuff is the executive officer of the *U.S.S. Enterprise NCC-1701-D* under the command of **Captain Jean Luc Picard** — or so the ship's crew are led to believe. In fact MacDuff is an impostor, a genetically and physically altered **Satarran** charged with a plan for the destruction of his people's enemies.

The **Satarran** alien masquerading as **Starfleet** officer **Commander Kieran MacDuff** first appears on the *U.S.S. Enterprise NCC-1701-D* on **Stardate 45494**, while the starship is investigating anomalous **subspace** signals in the **Epsilon Silar** system.

In the course of the investigation the *Enterprise* is confronted by a **Satarran Vessel** that scans the ship with a green energy beam. It is then bombarded with a high intensity signal that

blanks the memories and identities of the entire crew and alters the personnel and mission records.

During this period of amnesia, 'Commander MacDuff', in human guise and full Starfleet uniform, appears unnoticed on the bridge. MacDuff feigns a loss of memory as well, and works with the *Enterprise's* senior officers to determine what has happened, and how they can recover their records and memories. With no available frame of reference, the senior officers have no way of knowing that MacDuff is not part of their crew.

MacDuff plays his part well. He assumes the role of one of the bridge officers

★ **Executive officer**
MacDuff attends a senior crew meeting without arousing any suspicion.



PROFILE OF AN IMPOSTOR

NAME: Kieran MacDuff (real name unknown)

RANK: Commander and executive officer.

LIFE FORM: Satarran, but masquerades as human.

MISSION: To infiltrate the senior officers of the *U.S.S. Enterprise NCC-1701-D*, and use the power of the starship to destroy the **Lysian Alliance**.

FIRST SEEN: 'Conundrum' (TNG)

▶ **Commander Kieran MacDuff appears to be an efficient Starfleet officer, but is actually part of a complex Satarran plot to use the U.S.S. ENTERPRISE's superior firepower against the Lysian Alliance.**



INFILTRATING STARFLEET

★ **On the bridge**
MacDuff takes his seat on the ENTERPRISE bridge next to Captain Jean-Luc Picard.

★ **False records**
The ship's crew manifest is altered to include the Satarran posing as MacDuff.



OTHER CARDS IN THIS FILE...

2B ERIS

36 ETANA JOL

SEE OTHER FILES...

THE U.S.S. ENTERPRISE

NCC-1701-DFile 25

STARFLEET PERSONNELFile 43

STAR TREK: THE

NEXT GENERATIONFile 69

Commander Kieran MacDuff



★ Pressuring Picard

Kieran MacDuff forcefully insists that Picard launch an assault on the LYSIAN CENTRAL COMMAND, despite the fact that their enemies cannot match Starfleet technology or firepower.

with ease and appears to work hard to unravel the mystery that has befallen the crew of the *Enterprise*. He stays close to **Captain Jean-Luc Picard** before anyone on the ship is aware of their place in the command hierarchy. **Lt. Worf** believes the Klingon sash he wears indicates he is in charge; he takes the captain's seat on the bridge, while MacDuff mans the tactical station. Worf initially rejects Picard's suggestion of running a complete diagnostic on all command systems, but the Klingon officer changes his mind after MacDuff points out that the scan may well have damaged the ship's computer.

The Federation at war

When the crew regains control over the computer and accesses the crew manifest, Kieran MacDuff is identified by name and rank as the executive officer, second-in-command on the *Enterprise*. The false information the Satarrans have implanted in the *Enterprise's* computers is convincing: records now show that the **Federation** is engaged in a war with the **Lysian Alliance**, a genocidal race who have developed a new weapon that disrupts computers and mental functions.

"The success of our mission may hang on a split-second decision. Hesitation would kill us all, and those that are counting on us would surely die as well."

— Kieran MacDuff to Lt. Worf

Commander MacDuff, assuming his role as first officer, begins a subtle campaign to convince Picard that the Lysians are a ruthless enemy who must be eradicated. Both of these pieces of information – MacDuff's identity and the war with the Lysian Alliance – are falsehoods, but the *Enterprise's* officers have no way of knowing this, owing to their loss of memory.

Strategic advantage

MacDuff's goal is to use the *Enterprise* as a tool that will help destroy his people's enemies. The Satarrans have developed certain sophisticated psychological weapons, but like the Lysians they lack the potent force of even a single **photon torpedo**. Starfleet technology will finally give them the decisive advantage in this long conflict, enabling them to destroy their enemy. When Picard begins to question the orders, supposedly from Starfleet, that direct him to destroy a virtually defenseless people, MacDuff uses his position as first officer to influence the captain into continuing with the *Enterprise's* false mission. The impostor appears to know a great deal about Starfleet and human behaviour – he understands the ship's rank structure and codes



★ Feigning illness

MacDuff pretends that Dr. Crusher's memory stimulation device causes violent seizures.

of conduct, and convincingly interacts with his fellow officers.

In an effort to regain the crew's memories, **Chief Medical Officer Beverly Crusher** begins a series of medical treatments designed to stimulate parts of the brain affected by the Satarran scan. Realizing that this may well reveal his deception, MacDuff quickly volunteers to be the subject of these tests. This offer appears to be a selfless act of duty, rather than a cunning response to an awkward situation. Beverly still cannot access any medical records, so she has no clear idea of the risks involved in the procedure; when MacDuff lays down under a memory retrieval device, he feigns a painful seizure that prevents Dr. Crusher from carrying out any further attempts at accessing the crew's forgotten identities and memories.

Upon entering Lysian space, the



★ Deception uncovered

When Riker fires his phaser at MacDuff, he finally reveals the interloper's true appearance.

Enterprise is attacked by several small, lesser-armed vessels. Commander MacDuff leans over Picard's shoulder and persuades him to destroy these ships. Despite MacDuff's continuing pressure, Picard cannot dispel his ethical doubts, and he refuses to give the order to attack the Lysian's defenseless Central Command.

The real executive officer

Increasingly desperate, MacDuff attempts to seize control of the *Enterprise*, but before he can discharge the ship's weapons, he is killed by a **phaser** fired by **Commander William Riker**, the ship's real executive officer. This blast finally reveals that MacDuff is not, as he appeared to be, a confident and efficient human Starfleet officer, but a Satarran impostor sent to infiltrate the *Enterprise*.

UNDERMINING THE CAPTAIN

Worf and MacDuff

Commander Kieran MacDuff believes he has found a valuable ally in Worf, should Picard prove difficult to manipulate. The Satarran impostor emphasizes to Worf the importance of victory over the Lysians, and the glory to be had in battle. Worf shares Picard's distaste for attacking unarmed opponents, however, and he refuses to help MacDuff seize control of the *U.S.S. Enterprise's* weapons systems.

▼ Klingon captain

After the *U.S.S. ENTERPRISE* crew lose their memories, Worf takes up position in the captain's chair, convinced that he must be in charge of the ship.



▶ Two warriors

Kieran MacDuff tries to persuade Worf that they have a great deal in common – they are both warriors, while their captain is a man of peace. Worf knows there is some truth in this remark, but he stays loyal to Picard.

Zarabeth

The tyrannical **Zor Kahn** punished **Zarabeth** by exiling her to **Sarpeidon's** desolate ice age. Her lonely existence is temporarily brightened by the arrival of **Mr. Spock** and **Dr. McCoy**.

OTHER CARDS IN THIS FILE...

12 MARTA
17 ARISSA

SEE OTHER FILES...

STARFLEET PERSONNELFile 43

STAR TREK:
The Original SeriesFile 68

Exile may sometimes be a more cruel punishment than death, but **Zarabeth** is living proof that a person can survive even in the loneliest of environments.

Born to an influential family during the reign of **Zor Kahn** on **Sarpeidon**, a planet in the **Beta Niobe system**, Zarabeth is exactly the kind of beautiful and intelligent young woman who could normally expect to enjoy a long, rich, and rewarding life. However, circumstances beyond her control strand her

in one of Sarpeidon's bleakest historical eras.

Her only crime, as she puts it, was "choosing [her] kinsmen unwisely." Two of her family were involved in a failed plot to kill **Zor Kahn**, whom she describes as "the tyrant." In revenge, Kahn decided not only to execute the two who were directly involved, but to destroy the whole family. Conscious to some extent of public reaction, **Zor Khan** did not want it said that he had Zarabeth killed, so he 'merely' sent her back in time to the barren wastes of her planet's ice age. She

PROFILE ON ZARABETH

NAME: Zarabeth

LIFE FORM: Sarpeidon female

FAMILY: Two members of Zarabeth's family attempted to assassinate the tyrant **Zor Kahn**. In accordance with his harsh laws, she was also punished for their crime.

REMARKS: Zarabeth was sent back into Sarpeidon's desolate ice age, where she lives alone in a cave. She longs for a companion to relieve her loneliness.

FIRST SEEN: 'All Our Yesterdays' (TOS)



Zarabeth is a beautiful young Sarpeidon woman who was made to pay for the crimes of her family by being sent back into the planet's barren ice age. Her lonely existence is happily interrupted by Dr. McCoy and Mr. Spock's unexpected arrival.

VULCAN IN LOVE

★ A solitary life

Zarabeth has managed to forge a new life for herself in the harsh climes of Sarpeidon's ice age.

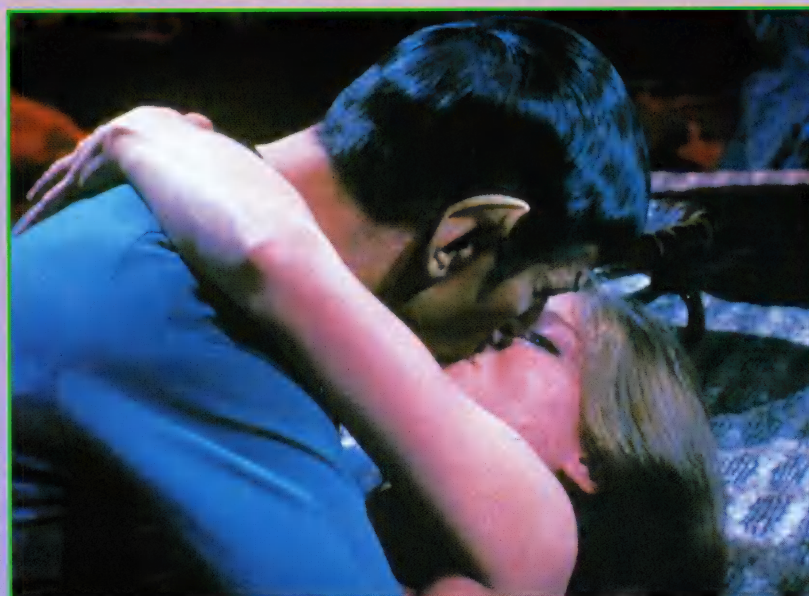


★ Reality check

Mr. Spock convinces Zarabeth that he and McCoy are not figments of her imagination.

★ Passion unleashed

Spock regresses to an earlier and more emotional stage of Vulcan evolution. He sheds his inhibitions and embraces the beautiful Zarabeth.



was not the only member of the family banished to the past, but was the sole exile sent to this particular stage of history.

Zarabeth was processed through the **atavachron**, an impressive Sarpeidon time travel device that adapted her at a cellular level to survive in the ice age. She was also given everything she needed to physically survive, including weapons, shelter, and food. The only thing that **Zor Kahn** did not provide her with was companionship – the young woman was condemned to a lifetime of isolation.

Adapt and survive

Not only has Zarabeth survived, she has managed to carve out a few luxuries for herself. She found a cave heated naturally by underground springs, allowing her to shed the bulky fur garments required in the howling winds

Zarabeth



outside. She is a successful hunter, using weapons to provide herself not just with meat, but also with furs and leather that she sews into clothing, carpets, and bedding. She even creates oil lamps from animal bones.

When two strangers appear, Zarabeth initially assumes that they too are victims of Zor Kahn's 'justice,' and brings them back to her cave. Instead of being fellow citizens of Sarpeidon, however, these strangers are **Starfleet** officers – **Dr. Leonard McCoy** and **Commander Spock** of the **U.S.S. Enterprise NCC-1701** – who came across the atavachron while part of a Starfleet landing party 5000 years in her future.

Zarabeth welcomes them

both, especially Mr. Spock, who seems to weather the freezing temperatures better than McCoy. The forthright yet trusting woman is surprised to learn that the two men are from distant stars; while Sarpeidon has never embarked on space travel, Zarabeth used to love reading about far-flung corners of the Galaxy.

Mutual attraction

Zarabeth knows that Spock and McCoy have journeyed back in time against their will, but she cannot pretend to be sorry they have arrived. She enjoys flirting with the men, and welcomes their compliments on her beauty, her cooking, and the life she has made for herself. Her fear is that she has created these strangers out of the desires of her heart, that the isolation has finally driven her insane, but Spock

"Zarabeth is ... condemned to a terrible life of loneliness. She would do anything ... to keep you here with her."

— Dr. McCoy to Mr. Spock

★ Freezing to death

Zarabeth and Spock tend to Dr. McCoy; his human constitution cannot withstand the extreme cold of Sarpeidon's ice age.

manages to convince her that he is indeed real. The science officer also starts to revert to an earlier stage of **Vulcan** evolution: he eats meat, experiences jealousy and rage, and begins to feel a strong sexual desire for the beautiful and lonely Sarpeidon woman.

Zarabeth tries to convince the Starfleet officers that they cannot return to the present day; while she has adjusted to the life to which she has been condemned, and has had to face the fact that this is now her home, she rails against the possibility of losing her new companions.

Under persistent and angry questioning, Zarabeth is forced

to admit that she has no idea if Spock and McCoy can return home; all she knows is that she herself cannot go back. Once she faces this, Zarabeth leads the men back to the time portal. Spock is reluctant to leave her stranded on this barren prison, and tells Dr. McCoy to go through alone while he remains a few seconds longer. This is not possible, however; the nature of the time portal dictates that, as both officers came through it together, they must go back together.

In the end it is Zarabeth who turns and walks away first. Only when she is sure Spock has gone does she turn round and look at the empty place where he last stood. The impression she makes on Spock, however, means that as long as he is alive, Zarabeth's extraordinary beauty and courage will not be forgotten.

★ Alone again

Zarabeth knows she cannot return to the present with the two Starfleet officers, but still urges Spock to pass back through the atavachron before it is too late.

HISTORY REVISITED

Evacuation

In 2269, a landing party from the **U.S.S. Enterprise NCC-1701** investigates the doomed planet Sarpeidon mere hours before the predicted explosion of its star, Beta Niobe. Captain Kirk, Mr. Spock, and Dr. McCoy discover that the entire population has been evacuated into different periods of Sarpeidon's past using an impressive time portal known as the atavachron. This device is operated by the mysterious Mr. Atoz, the last remaining Sarpeidon citizen.

▶ Disappearing act

Captain Kirk learns that every Sarpeidon citizen has vanished into the past.

▼ Past mistake

The time portal Zor Khan used as a weapon proves to be the savior of the Sarpeidon race when the planet faces destruction in the wake of the death of its star.



Holographic Enhancement Module

A sentient holocharacter threatens to destroy the *U.S.S. Enterprise NCC-1701-D* unless a means for him to exist outside of the holodeck can be found. A holographic enhancement module is used to fool him into thinking this has been achieved, but he has actually been transferred into a holographic representation of the entire Galaxy.

During routine maintenance on the *U.S.S. Enterprise NCC-1701-D*'s holodeck memory systems in 2369, the highly intelligent and dangerous holographic character James Moriarty becomes active for a second time, and events are set in motion that require the crew of the *Enterprise* to outwit a sentient life form capable of matching Lt.

Commander Data. Having been promised a way to exist outside of his holodeck confines four years earlier, Moriarty threatens to destroy the ship and its crew unless he and his consort, the **Countess Regina Bartholomew**, can be freed from their virtual prison. **Starfleet**

technology is eventually adapted to give him what he wants, but not exactly in the way he envisages.

Hoist by his own petard

The professor believes he has been transported off the holodeck when he has, in fact, simply been transferred to another holoprogram. **Captain Jean-Luc Picard** fools Moriarty into believing that he has been beamed onto the real *Enterprise* by copying the same trick Moriarty earlier used on him: he and Data program a fake holodeck to appear in the professor's program without their foe realizing, leading Moriarty to think he has exited the real holodeck.

This scenario is then saved and transferred to a hastily-developed device known as a **holographic enhancement module**, which can continuously power the simulation and provide Moriarty and his consort with a plethora of convincing new experiences. As Moriarty has locked out the *Enterprise*'s command codes and the ship is drifting into a nearby gravity well, the scenario's authenticity and its efficient transfer to a storage device are paramount.

Portable holodeck

The small, easily portable storage cube consists of **isolinear chips** arranged in a stack and encased in a transparent, rectangular box that is



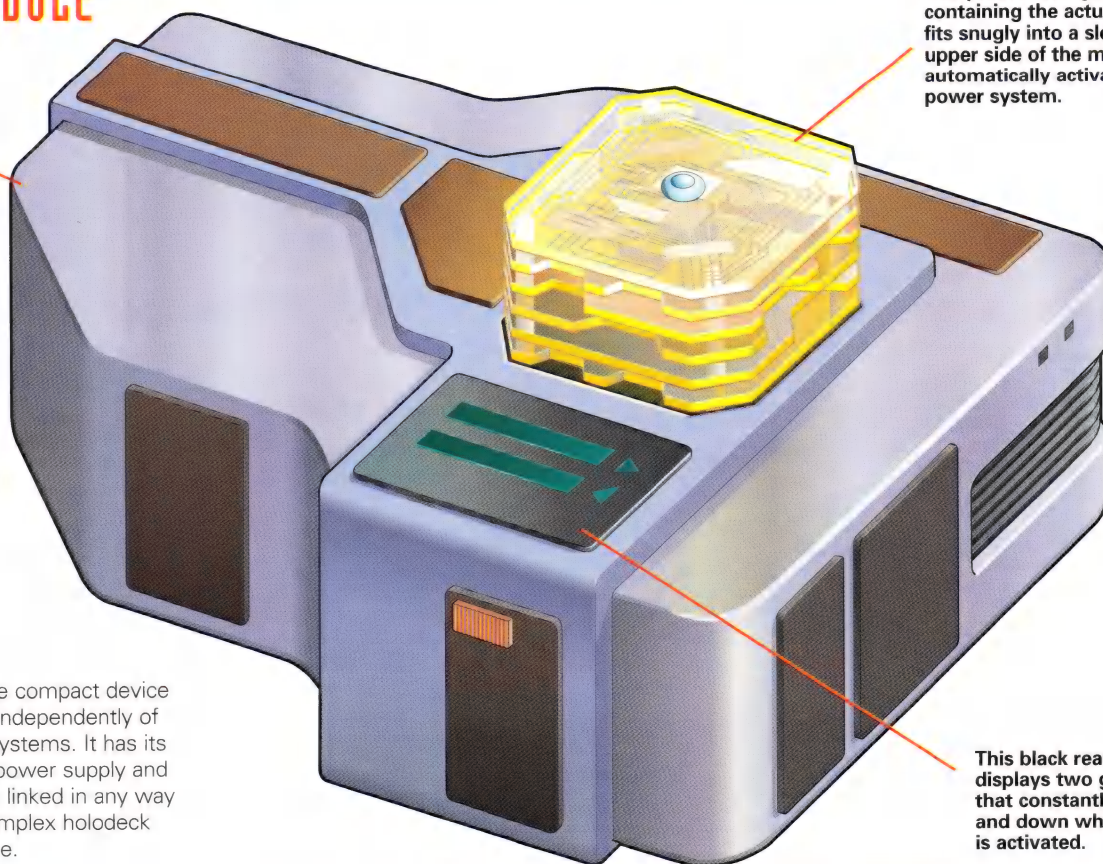
During routine maintenance, Reginald Barclay reactivates the holographic Moriarty, who demands to know why a means to free him has not been found.



Moriarty holds the *U.S.S. ENTERPRISE* to ransom; he has found a way to control the ship, and will destroy it if his terms are not met.

MOBILE MODULE

The unit is very compact and sturdy. It is similar in design and dimensions to a medical field kit case.



The yellow storage cube containing the actual program fits snugly into a slot on the upper side of the module, and automatically activates the power system.

Self-contained The compact device operates entirely independently of all other **holodeck** systems. It has its own self-contained power supply and does not need to be linked in any way to larger or more complex holodeck hardware or software.

This black readout panel displays two green bars that constantly cycle up and down when the unit is activated.

Holographic Enhancement Module

just 10 centimeters wide and 15 centimeters high. This slots into a concealed panel in the entry arch of the holodeck. The yellow isolinear chips can clearly be seen inside, as can the gold-colored metallic core that runs through the center of the whole block. When active in the holodeck systems and recording information, the cube glows with a yellow light; when it is detached from its power source, the illumination fades.

Continuous program

The cube acts as an independent recording and storage device, but needs an external system to keep the program developing. As a 'miniature' holodeck, the main housing device for the cube allows the program to run continuously within the circuitry built into its portable casing, without the kind of three-dimensional environment required on the main holodecks. This fools Professor Moriarty into believing that he has left his former existence, and the program **Picard Delta One** allows him and the countess to explore a universe

indistinguishable from the real one.

The enhancement module is similar in dimensions to the case of a **medical field kit**, and of typical Starfleet design. The module is around 30 centimeters thick, with a narrower, angled bottom section directly joined to a wider, rectangular upper unit. Constructed of a durable and lightweight plastic, the entire affair is just narrow enough at the base to pick up with one hand, but is better cradled for extra security. The upper leading edge has two small, green indicator lights in close proximity to each other; these blink when the unit is powered up. There is an additional touch-sensitive readout screen on the right-hand edge.

Cube slot

The upper side of the unit is flat except for a raised red section that links the narrower and wider areas, stopping short of a rectangular slot toward the front edge. The storage cube is designed to fit snugly into this slot; a small metal contact at the bottom connects to the central

core within the cube. The power system activates when the block is pushed into place; upon activation, the cube glows yellow, as it does when connected directly to the main holodeck systems, and makes a similar sound to a **tricorder**.

Further specifications

To the right of the cube is a further large, black readout panel that sits flush with the surface of the module. A readout instantly appears when the module is activated, showing two narrow green strips with an indicator bar that cycles up and down. A small green arrow is also placed above each bar, the frequency of the blips coinciding with the two lights on the upper leading edge.

Under the care of diagnostic engineer **Reginald Barclay**, this self-sustaining system contains enough active memory to provide its two holographic inhabitants with experiences for an entire lifetime, without them ever realizing that their universe is still a computer-generated environment.



▲ **Moriarty and the countess are fooled into thinking that they have left the holodeck.**



▲ **The pair believe they are exploring the universe in a borrowed shuttlecraft.**



▲ **They are, in fact, still part of a holodeck program running inside a data cube.**



▲ **Barclay holds the cube that contains Moriarty's entire universe in the palm of his hand.**



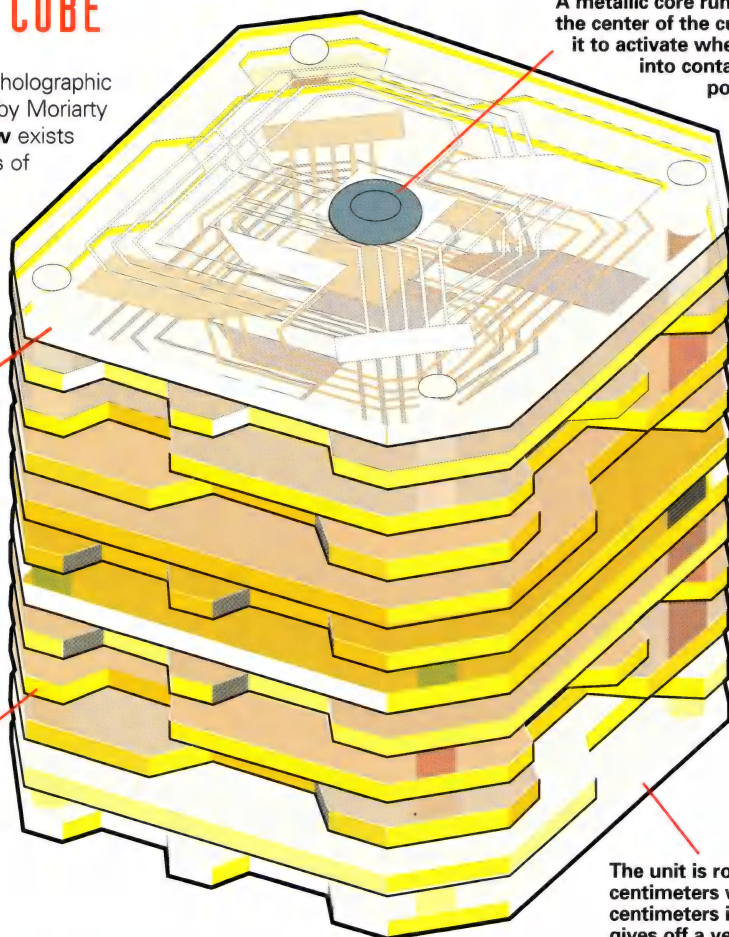
▲ **The enhancement module has enough memory to provide a lifetime of experiences.**

STORAGE CUBE

Inner world The holographic world inhabited by Moriarty and **Bartholomew** exists only in the circuits of this small pile of isolinear chips.

This transparent cube, consisting mainly of isolinear chips, acts like a miniature holodeck, but there is no physical environment.

The program continues within the computer circuitry inside this module, with the characters unaware that they are not in the real world.



A metallic core runs through the center of the cube, causing it to activate when it comes into contact with the power system.

The unit is roughly 10 centimeters wide and 15 centimeters in height. It gives off a yellow glow when active.



STAR TREK III: THE SEARCH FOR SPOCK

Part 6 Captain Spock and Dr. McCoy are finally brought to the planet Vulcan for the ceremony of refusion, or *fal-tor-pan*. The Vulcan high priestess T'Lar extracts Spock's *katra* from McCoy's mind, while the *Starfleet* officers' friends and colleagues anxiously await the outcome.

'STAR TREK III: THE SEARCH FOR SPOCK'

"Spock, for God's sake, talk to me! You stuck this damn thing in my head, remember? Remember? Now, tell me what to do with it. Help me."

— Dr. McCoy to Captain Spock

Pacing up and down to hatch a plan, **Admiral James T. Kirk** discovers a discarded **Klingon** communicator on the **Genesis Planet**. He contacts **Kruger** on the **Klingon Bird-of-Prey**, gloating that he and his crew are alive and well, and have exactly what Kruger covets: the secret of Genesis.

The Klingon commander decides to beam down to the planet himself. He orders Kirk and his crew to drop their weapons and then beams most of his new captives onto the *Bird-of-Prey*—with the exception of Kirk and **Captain Spock**, who are left on the surface.

An underground explosion suddenly hurls Kruger from a rock plateau and onto Kirk. A vicious battle ensues, and the two soldiers are forced to the edge of a newly-carved cliff. Kirk delivers a brutal blow that sends Kruger tumbling over the edge, and offers his foe a hand up. Ever venomous, Kruger responds by trying to pull Kirk over the precipice as well. This is the final straw for the admiral; he delivers a kick to Kruger's head, sending the Klingon reeling into an avalanche of rock and blistering lava.

As the final moments of Genesis arrive, Kirk scrambles to save Spock. He recovers the Klingon communicator and, disguising his voice, barks orders in Klingon to beam them aboard the *Bird-of-Prey*. Maltz falls for the ruse, and Kirk disarms the surprised Klingon and has him taken to the brig.

Journey to Vulcan

Mr. Scott and **Commander Chekov** struggle with the ship's unfamiliar controls. Luckily, their guesswork is on target and they manage to move the *Bird-of-Prey* out of orbit in the nick of time. With a quiet goodbye to his son, Kirk watches the doomed planet explode behind them.

After a journey of millions of miles, **Vulcan** finally comes into view. On the planet's surface, **Commander Uhura** greets the crew and escorts them to **Sarek**, Vulcan ambassador and Spock's father. Later that evening, they all gather to carry Spock's body on a stretcher into a magnificent, cavernous temple. A priest strikes a sonorous gong as they arrive at the holy chambers.

Non-Vulcans are forbidden to approach the sacred altar, so female attendants take Spock's body from the crew and lay him on a stone table before **T'Lar**, the presiding high

ON SCREEN...



1 Admiral James T. Kirk mourns the loss of his son, Dr. David Marcus, on the Genesis Planet. Rallying, he uses a discarded Klingon communicator to taunt Commander Kruger.



2 Kruger decides to beam down to Genesis. He orders the U.S.S. ENTERPRISE crew to drop their weapons before he has them transported onto his KLINGON BIRD-OF-PREY.



3 Kirk, Spock, and Kruger are left on the rapidly-collapsing Genesis Planet. The admiral and his Klingon foe engage in a terrifying cliff-face battle; only Kirk survives.



4 Kirk grabs the unconscious Spock and contacts the BIRD-OF-PREY. The admiral tricks Maltz, the last remaining Klingon, into beaming them onto the vessel.



5 Scott and Chekov struggle to understand the BIRD-OF-PREY's alien controls, but manage to guide the ship away from Genesis just moments before the planet explodes.



6 After a long and tiring journey, the stunning crimson vistas of Vulcan finally draw into view. Dr. McCoy tends to Captain Spock aboard the BIRD-OF-PREY.



STAR TREK III: THE SEARCH FOR SPOCK Part 6

priestess. She places her hand over Spock's face and begins a hallowed Vulcan chant. At its completion, she turns her eyes to Sarek and asks what he wishes to do. Sarek requests **fal-tor-pan** – the refusal. T'Lar responds that fal-tor-pan has not been performed since ages past, and then only in legend. Sarek admits that his logic is uncertain where his son is concerned, but he wishes to try the ritual anyway.

T'Lar concedes the point and asks that the keeper of Spock's spirit, or **katra**, step forward. The person in question does so, introducing himself as **Leonard H. McCoy**, son of **David**. T'Lar assures him that they will do everything in their power to return to Spock's body that which the doctor possesses, but he should know that the risk is as grave to him as it is to Spock. McCoy bravely accepts the challenge.

The refusal begins

Female attendants take McCoy to lie on a stone table parallel to Spock. T'Lar places her hand first on McCoy's head and then on Spock's, then closes her eyes and bows her head. Lightning crackles across the sky, accompanied by peals of thunder. Admiral James T. Kirk and his crew watch with reverence and somber hope for hour after hour, until night becomes dawn and a final gong is sounded to signal the end of the ceremony.

The high priestess and her court exit the temple in a silent procession. McCoy slowly rises from the table and joins Kirk; he is going to be all right. When the admiral enquires about Spock, Sarek informs him that only time will tell. He goes on to praise Kirk's selfless actions, but he also questions the lengths to which Kirk went: the admiral lost a ship and a son in the process. Kirk says that he had to try to save Spock or the cost would have been his very soul.

The moment of truth

Spock is gently escorted off the stone table and down the altar steps. He passes by his friends and colleagues from the **U.S.S. Enterprise NCC-1701**, but is unresponsive. A few steps later, he turns back. Removing his hood, he slowly approaches his old friend Kirk, remarking that he is still puzzled as to why the admiral came back for him. Kirk can only reverse Spock's own words, answering that sometimes, "the needs of the one outweigh the needs of the many."

This sentiment triggers hazy memories. Spock recalls, "I have been, and ever shall

be, your friend." Elated, Kirk nods his agreement. The admiral senses that Spock is still unclear about the events leading up to his death and reminds him that he died from radiation poisoning, valiantly sacrificing himself to save the *Enterprise* and its crew. At last Spock's eyes light up, recalling those

fateful moments. Then, in a flash, he utters a single word: "Jim."

Kirk beams, Dr. McCoy taps his head, and **Commander Sulu**, Mr. Scott, and Uhura smile triumphantly. The fal-tor-pan has succeeded, and their valued friend is back among them once more.

ON SCREEN...



7 With nothing but intuition to guide him, Sulu manages to land the **BIRD-OF-PREY** perfectly. The crew disembark at their much-anticipated destination.



8 Later that evening, Kirk and his colleagues gently carry the unconscious body of Captain Spock toward a magnificent Vulcan temple.



9 Sarek persuades the Vulcan high priestess T'Lar to perform the refusal ceremony, or **fal-tor-pan**, on the body and spirit of Captain Spock.



10 At the conclusion of the ceremony, Sarek thanks Kirk for his selfless actions. The admiral has lost a son and a great ship while saving Spock's life.



11 The reborn Spock steps down from the stone temple altar; he can only dimly recall the events leading up to his death on the **U.S.S. ENTERPRISE**.



12 Spock's Starfleet friends gather round their Vulcan colleague. Spock is back with them once more, his mind and spirit fully restored.

STARSHIP FACTS

Maltz does not want to be kept alive by Kirk – the Klingon has failed in his duty as a warrior, and only death can restore his reputation and honor. Kirk refuses to grant Maltz his wish.

Dr. McCoy finally admits that he has missed Spock and could not bear to lose his Vulcan friend a second time.



'Hope and Fear'

The crew of the *U.S.S. Voyager NCC-74656* receive help in decoding a message from Starfleet. This leads them to an experimental starship, the *U.S.S. Dauntless*, which is equipped with a new slipstream drive capable of returning the crew to Earth in three months.

CAPTAIN'S LOG STARDATE: 51978.2

"Five months ago we received an encoded message from the Alpha Quadrant. We know that it's from Starfleet Command, but we still can't decrypt it. B'Elanna thinks it's a lost cause ... but I haven't given up. I keep hoping inspiration will strike ... somehow."

Captain Kathryn Janeway and the former **Borg Seven of Nine** engage in a competitive game of **velocity** on the **holodeck**. Janeway wins, taking six games out of 10. Seven, however, cannot accept losing gracefully and insists that they play another match.

The former **Borg** drone has been particularly defiant toward Janeway of late.

The *U.S.S. Voyager NCC-74656* is in orbit above a trading colony. **Neelix** asks permission for a passenger named **Arturis** to come aboard; the **Talaxian** reports that Arturis, who needs passage to the next system, has amazing linguistic skills and these have been very helpful during their negotiations. Janeway soon discovers that the alien is virtually a living **universal translator**, and asks Arturis if he can help decode a message *Voyager* received from **Starfleet** a few months ago.

A ticket home

In **Astrometrics**, Arturis recovers a set of coordinates from the encrypted Starfleet message. *Voyager* is put on course for that heading and, upon reaching its destination, Janeway and the bridge crew are astonished to see that another **Federation** starship has arrived in the **Delta Quadrant**, and is apparently waiting for them. An away team reports back to *Voyager* that the starship is called the *U.S.S. Dauntless*. It appears to have a revolutionary **slipstream drive** – and this is suddenly initiated. By the time *Voyager* catches up with the runaway starship, it has traveled 15 light years.

Arturis reports that he has recovered more of Starfleet's message, which relays the good news that Starfleet has developed slipstream technology during *Voyager's* absence. The crew are to board the *Dauntless*, which at slipstream velocities should return them to Earth within three months. This news causes great excitement, but Seven is unsure if she wishes to return to Earth. Janeway herself remains cautious.

The captain orders a thorough search of the *Dauntless* for anything that may appear to be unusual, and orders **Lt. Tom Paris** to try and adapt a slipstream drive for *Voyager*. She is reluctant to leave her ship behind. Janeway also confides to **Lt. Commander Tuvok** her worry that Starfleet's message is too good to be true.

ON SCREEN...



1 Captain Janeway is rather disturbed by Seven of Nine's defiant and challenging attitude of late, but decides to let it go by simply telling Seven to "be a sport."



2 Janeway discovers that Arturis's people have a natural gift for translation; he claims he can decode numerical sequences as easily as languages.



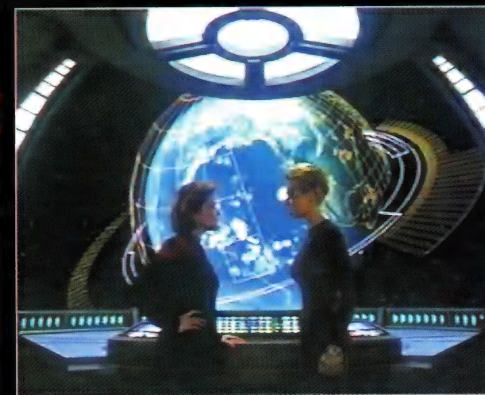
3 Arturis decodes a set of coordinates from Starfleet's message. These lead the *U.S.S. VOYAGER* to a rendezvous with the *U.S.S. DAUNTLESS*, another Starfleet ship.



4 Starfleet's message informs Janeway and her crew that they are to abandon *VOYAGER* for the *DAUNTLESS*, which will return them home within three months.



5 The captain orders a thorough search of the *DAUNTLESS*. Ensign Kim finds something unusual in the engine room: alien technology hidden behind a bulkhead.



6 In **Astrometrics**, Seven and Janeway decode the final datablock in Starfleet's message. Unfortunately, this reveals that Arturis has deceived them with false news.





'Hope and Fear'

Janeway and Seven later work on Starfleet's message in Astrometrics, trying to decode one final data block that Arturis claims to be irretrievable. They are alarmed to uncover an entirely new message hidden beneath the one Arturis had supposedly retrieved. A disappointed Janeway learns from this, the original message, that Starfleet has failed to find a way to get *Voyager* back home. The best they can do is send Janeway and her crew all the data and star charts they have concerning the Delta Quadrant. Arturis has deceived them for some reason.

Janeway informs Tuvok that her suspicions were correct. She and Seven meet the **Vulcan** with a security team on board the *Dauntless* to confront Arturis. The alien denies falsifying Starfleet's message, and refuses to go into custody. Resisting *Voyager's* security guards, he presses a control that reveals the *Dauntless's* true, alien appearance. Holding the *Voyager* crew members captive within a forcefield, he activates the slipstream drive.

On board *Voyager*, **Commander Chakotay** orders the captain's team to be beamed out, but they are unable to rescue Janeway and Seven before the *Dauntless* jumps to slipstream velocity.

Vengeance

Held powerless behind the forcefield, Janeway and Seven are told that they are being taken to **Borg** space. Arturis's species was assimilated by the Borg – a cataclysm for which he blames the crew of *Voyager*. His race had managed to elude the Borg for many years, but the collective was beginning to catch up with them – and then the war with **Species 8472** halted their progress. After *Voyager* helped the Borg to defeat their arch enemies, the collective continued its pursuit of his people and assimilated them. Arturis is the only survivor, and he is bent on revenge.

When Arturis goes to the bridge, Janeway uses Seven's Borg technology to free them from the forcefield. The captain goes to confront Arturis, to see if she can reason with him, but the alien destroys the ship's primary controls. Nothing can now stop the *Dauntless* from entering Borg space.

Suddenly, the *Dauntless* shudders; *Voyager* has activated its own, untried slipstream drive to pursue Arturis's ship. Chakotay orders Seven and the captain to be beamed back, and *Voyager* swiftly reverses course. As the *Dauntless* enters Borg space,

Arturis is surrounded by **Borg cubes**.

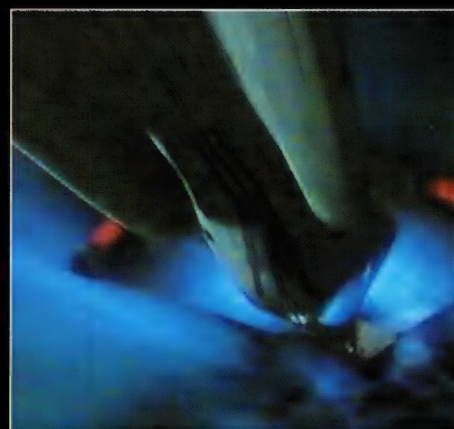
An hour later, *Voyager's* slipstream drive gives out. Janeway decides it is too risky to try again, but even this short journey has taken 300 light years off their trip home. There is also the hope that the technology can be modified and tried again later.

Once things have returned to normal, Janeway joins Seven in the holodeck for a rematch of velocity. After their near miss with the Borg, Seven has realized that she does not wish to return to the collective, and is happy to remain human. The former drone prepares to enjoy the game.

ON SCREEN...



7 When Arturis is confronted by a security team from *VOYAGER*, he returns the *DAUNTLESS* to its true appearance as a non-Starfleet vessel.



8 *VOYAGER* is unable to rescue Janeway and Seven until Chakotay orders Paris to initiate their own, untested slipstream drive and pursue Arturis.



9 Arturis tells Janeway that he is taking her to Borg space to be assimilated. He sees this as a fitting punishment for saving the Borg from Species 8472.



10 Janeway's attempts to reason with Arturis are fruitless, but fortunately *VOYAGER* catches up with the alien ship and beams back the captain and Seven.



11 Arturis continues into Borg space, where the *DAUNTLESS* is immediately surrounded by **BORG CUBES**. The collective informs him he will be assimilated.



12 Seven realizes that she wishes to stay on *VOYAGER*. She no longer appears so rebellious, and enjoys another velocity match with Captain Janeway.

STARSHIP FACTS

A Seven of Nine, a former Borg drone, and B'Elanna Torres, a former Maquis rebel, both have their reservations about returning to Earth.

A Arturis describes the Borg as a force of nature, saying that you cannot feel anger at an oncoming storm – you must simply try to avoid it.



L continued

Lazarus

This man created a so-called **door in the universe** that granted egress to an antimatter universe. The door released a mad anti-Lazarus who was stopped only by his counterpart's self-sacrifice. (*Starship Log: 'The Alternative Factor' [TOS]*) **SEE FILES 40, 68**

▶ **Lazarus came face to face with his insane evil twin when he opened a doorway into an antimatter universe. By trapping both versions between the universes, he eliminated the threat posed by the dangerous doppelganger.**



Lazon II

This **Cardassian** planet is the location of a slave labor camp. In 2371, **Thomas Riker** surrendered the stolen **U.S.S. Defiant** and was condemned to spend the rest of his life on Lazon II. (*Starship Log: 'Defiant' [DS9]*) **SEE FILES 43, 70**

Leanne

A teenaged female resident of **Deep Space Nine** in 2371. After her romance with **Orak** cooled, she double-dated with **Jake Sisko**, bringing her friend **Riska** as a date for **Rom**. (*Starship Log: 'Life Support' [DS9]*) **SEE FILES 44, 51, 70**

Leck

This **Ferengi** eliminator or assassin has very unusual priorities for a member of his race: he does not care about **latinum**. Leck joined the team **Quark** put together to rescue **Zek** from the **Dominion** because he "enjoys a challenge." (*Starship Log: 'The Magnificent Ferengi' [DS9]*) **SEE FILES 51, 70**

LeCoeur de Lion

Nightclub in the **Hirogen**-influenced **U.S.S. Voyager NCC-74656** holodeck scenario of Nazi-occupied France, and home to a resistance cell. **Katrine (Captain Janeway)** was the owner. (*Starship Log: 'The Killing Game', Parts I and II [VOY]*) **SEE FILES 29, 71**

lectrazine

A medical drug found aboard the **U.S.S. Voyager**. Lectrazine was often used by the **EMH** on humanoids to help restore normal cardiovascular and renal system functions. (*Starship Log: 'Lifesigns' [VOY]*) **SEE FILE 71**

Ledonia III

Jadzia Dax once visited this planet. She bought a plant there that needed water-preserving **mycorrhizal fungus** to flourish. (*Starship Log: 'The Wire' [DS9]*) **SEE FILES 3, 70**

Lee

A female **Sanctuary District A** government worker in 2024 on Earth. She was among the captives held during the **Bell Riots**. (*Starship Log: 'Past Tense', Parts I and II [DS9]*) **SEE FILE 70**



▶ **In 2368, Robin Lefler and Wesley Crusher helped to stop the Ktarians from controlling Starfleet.**

Leech, Felix

This character in the **Dixon Hill** hologram was employed to kill people by **Cyrus Redblock**, and was one of the people with whom **Captain Picard**, taking the role of Dixon Hill, had to contend while playing the program. (*Starship Log: 'The Big Goodbye' [TNG]*) **SEE FILES 56, 69**

Leeta

Bajoran employed in **Quark's** bar as a **dabo** girl. Virtuously voluptuous, as well as sensitive and insightful, she dated **Julian Bashir** for a while, but eventually married **Rom**. (*Starship Log: 'Explorers' [DS9]*) **SEE FILES 47, 66, 70**

Lefler, Ensign Robin

Starfleet engineer serving aboard the **U.S.S. Enterprise NCC-1701-D** in 2368, and the compiler of **Lefler's Laws**. Both her parents served in Starfleet. (*Starship Log: 'Darmok' [TNG]*) **SEE FILES 25, 43, 69**

Lefler's Laws

Anthology of aphorisms collected by **U.S.S. Enterprise NCC-1701-D** mission specialist **Robin Lefler**, such as 'Life isn't always fair' (number 46) and 'Always watch your back' (number 91). Lefler self-published a volume of 102 such laws, which she gave to her friend **Wesley Crusher**. (*Starship Log: 'The Game' [TNG]*) **SEE FILES 25, 43, 69**

Legara IV

Homeworld of the **Legarans**. The **Vulcan Ambassador Sarek** was transported here by the **U.S.S. Enterprise NCC-1701-D** for a treaty conference in 2366. (*Starship Log: 'Sarek' [TNG]*) **SEE FILES 3, 69**

Legarans

Ooze-dwelling denizens of **Legara IV**. The Legarans are sticklers for decorum, and it took them a century to negotiate a treaty with the **Federation**. (*Starship Log: 'Sarek' [TNG]*) **SEE FILES 3, 69**

legate

An official **Cardassian** rank or title. It is a high rank, and brings with it much responsibility. (*Starship Log: 'The Maquis', Part II [DS9]*) **SEE FILES 13, 70**

Legates Crest of Valor

Notable medal given to deserving **Cardassians**. **Crell Moset** received it for his medical research. (*Starship Log: 'Nothing Human' [VOY]*) **SEE FILES 13, 50, 71**

Lazarus
Lazon II
Lewino
Leck
LeCoeur de Lion
lectrazine
Ledonia III
Lee
Leech, Felix
Leeta
Lefler, Ensign Robin
Lefler's Laws
Legara IV
Legarans
legate
Legates Crest of Valor
Legation of Unity
Leighton, W. Thomas
Leijten, Susanna
Leinster, the King of
lek
Leka, Governor Trilon
Lela
Lembatta cluster
Lemec, Gul
Lemli, Mr.
Lemma II
Len'mat
Lenarians
Lenaris Holom
Lenor, Par
Lense, Dr. Elizabeth
leola root
leporazine



▶ **In a World War II holodeck scenario created by the Hirogen, Katrine (Captain Janeway) ran a resistance cell from her nightclub, LeCoeur de Lion.**



▶ **Crell Moset was awarded the Legates Crest of Valor for his pioneering medical research, but the Bajorans on whom he experimented considered him a brutal torturer.**



Legation of Unity This official body governed the planet **Streleb** in 2365. It dispatched a security ship to threaten the **U.S.S. Enterprise NCC-1701-D**, demanding the return of the alleged criminal **Okona**. (Starship Log: 'The Outrageous Okona' [TNG]) **SEE FILES 18, 58, 69**

Leighton, Dr. Thomas A researcher living on **Planet Q** with his wife, **Martha**. Leighton's face was scarred during the massacre on **Tarsus IV** in 2246. In 2266, Leighton was killed by **Lenore Karidian**, who feared he might identify her father as the massacre's architect. (Starship Log: 'The Conscience of the King' [TOS]) **SEE FILE 68**

Leijten, Susanna Leijten was exposed to an alien retro-DNA strand on **Tarchannen III** in 2362, along with four of her crewmates from the **U.S.S. Victory**, including **Geordi La Forge**. In 2367 the DNA nearly overtook Leijten. (Starship Log: 'Identity Crisis' [TNG]) **SEE FILES 18, 43, 69**

▶ **Susanna Leijten's infection compelled her to return to Tarchannen III five years after the original mission.**



Leinster, the King of Holographic sovereign in the Irish warrior scenario played by **Julian Bashir** and **Miles O'Brien**. O'Brien once insulted the monarch with unhappy consequences. (Starship Log: 'Accession' [DS9]) **SEE FILES 27, 43, 70**

lek **Cardassian** monetary unit. One lek was all that was needed to purchase a dozen **Lobi crystals**. (Starship Log: 'Caretaker' [VOY]) **SEE FILES 13, 71**

Leka, Governor Trion Governor of the planet **Peliar Zel**. She attended a mediation conference on the **Starfleet** vessel **U.S.S. Enterprise NCC-1701-D**, hoping that the strained relationship between inhabitants of her planet's two moons could be repaired. (Starship Log: 'The Host' [TNG]) **SEE FILES 18, 69**

Lela First humanoid host to the **Dax** symbiont, and one of the earliest females to serve as a council member on **Trill**. She had at least one son, **Ahjess**. (Starship Log: 'Facets' [VOY]) **SEE FILES 9, 46, 71**

Lembatta cluster A location in the **Alpha Quadrant** where the **Starfleet** vessel **U.S.S. Farragut** was ambushed by **Klingons**, during a period in 2373 when the **Khitomer Accords** were ignored. (Starship Log: '...Nor the Battle to the Strong' [DS9]) **SEE FILES 19, 70**

Lemec, Gul **Cardassian** captain who, with glinnis **Tajor** and **Corak**, met with **Captain Jellico** on the **U.S.S. Enterprise NCC-1701-D** in 2369. Lemec's ship, the **Reklar**, was forced into retreat by Jellico, who had a long history of dealing with the Cardassians. (Starship Log: 'Chain of Command' Parts I and II [TNG]) **SEE FILES 43, 50, 69**

▶ **Gul Lemec became one of the many Cardassians to witness firsthand the impressive negotiating skills of Starfleet's Edward Jellico.**



Lemli, Mr. Crew member aboard the **U.S.S. Enterprise NCC-1701** in 2269. Lemli was part of the team that dutifully kept **Dr. Janice Lester** isolated from the rest of the ship's crew. (Starship Log: 'Turnabout Intruder' [TOS]) **SEE FILES 20, 43, 68**

Lemma II This populated **Class-M** planet is a **Federation** member. In 2368, Lemma II collaborated with **Dr. Ja'Dar** and **Bilana III** to create the first full-scale test of **soliton wave** technology, with near-tragic results. (Starship Log: 'New Ground' [TNG]) **SEE FILES 3, 64, 69**

Len'mat This **Klingon** word translates as 'adjourned.' (Starship Log: 'Redemption', Part I [TNG]) **SEE FILES 11, 69**

Lenarians Beings who favor exotic compressed tetryon beam weapons. They attacked **Captain Jean-Luc Picard** and his away team outside a conference room in 2369, and came close to killing Picard. (Starship Log: 'Tapestry' [TNG]) **SEE FILES 43, 69**

Lenaris Holem **Bajoran** military officer with a distinguished record as a resistance fighter. In 2371, he found himself combating former resistance members who had challenged the **Bajoran provisional government**. (Starship Log: 'Shakaar' [DS9]) **SEE FILES 10, 70**

Lenor, Par This scheming **Ferengi** **Trade Mission** representative faked a shuttle accident so that he would be brought aboard the **U.S.S. Enterprise NCC-1701-D**, where he planned to negotiate with visiting **Ambassador Briam** for the sale of a rare **Kriosian empathic metamorph**. Lenor accidentally caused the metamorph to be released prematurely, and injured Briam. (Starship Log: 'The Perfect Mate' [TNG]) **SEE FILES 14, 69**



▶ **Lenor and his associate hoped to buy an empathic metamorph who was capable of becoming a man's ideal mate, but Briam was not interested in selling.**

Lense, Dr. Elizabeth The **U.S.S. Lexington's** chief medical officer and a former classmate of **Julian Bashir**. She was their class valedictorian. After graduation, Bashir and Lense did not meet again until 2371. (Starship Log: 'Explorers' [DS9]) **SEE FILES 43, 70**

leola root This edible **Delta Quadrant** rhizome is rich in vitamins and minerals. Chef **Neelix** frequently created soup, stew, and other meals using this bitter orange vegetable. Unfortunately, such dishes were definitely not among the crew's favorites. (Starship Log: 'Basics', Part I [VOY]) **SEE FILES 43, 71**

leporazine A standard **Federation** stimulant, usually administered via **hypospray**, that is not recommended for patients with low blood pressure. An alternative treatment is a **moriathial** series. (Starship Log: 'Ethics' [TNG]) **SEE FILES 65, 69**



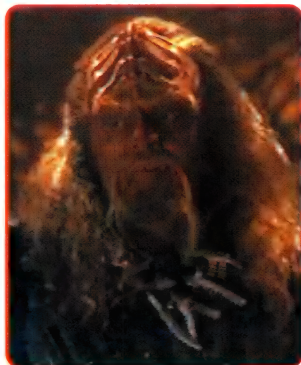
L continued

Leskit Mutinous Klingon warrior aboard Martok's ship, the *I.K.S. Rotarran*, in 2373.

(*Starship Log*: 'Soldiers of the Empire' [DS9])

SEE FILES 34, 70

▶ The elderly Leskit found it difficult to come to terms with the lack of success he and his crewmates had aboard the *I.K.S. ROTARRAN*.



Leslie, Mr. Crewman who served aboard the *U.S.S. Enterprise NCC-1701* between 2266 and 2268. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) SEE FILES 20, 43, 68

lessee Term referring to the status of a Ferengi father-to-be. On Ferenginar, pregnancy is considered a rental of the mother. (*Starship Log*: '...Nor the Battle to the Strong' [DS9]) SEE FILES 14, 70

Lester, Dr. Janice This brilliant scientist was once James Kirk's lover. Lester used an ancient life energy transfer device to swap minds with Kirk in 2269. Her charade as Kirk was exposed when she tried to have his entire senior staff executed. (*Starship Log*: 'Turnabout Intruder' [TOS]) SEE FILES 43, 68

'Let Me Help' The theme of an important novel written during the 21st-century on a planet in the Orion constellation. The author suggested that the phrase 'Let me help' was superior to 'I love you.' (*Starship Log*: 'The City on the Edge of Forever' [TOS]) SEE FILE 68

Letant This Romulan senator and military consul opposed an invasion of Cardassia in 2374. (*Starship Log*: 'Tears of the Prophets' [DS9]) SEE FILES 12, 70

Letek Ferengi warrior armed with a whip. William Riker encountered him on Delphi Ardu, where he commanded a team of Ferengi bandits investigating the planet's draining effect on their power sources. Letek's superior was DaiMon Taar. (*Starship Log*: 'The Last Outpost' [TNG]) SEE FILES 14, 51, 60, 69

Lethe A criminally ill female sentenced to the penal colony on Tantalus V. By 2268, Lethe had received treatments on the neural neutralizer that gave her a soporific demeanor. (*Starship Log*: 'Dagger of the Mind' [TOS]) SEE FILES 66, 68

Lethean A tall, humanoid race with gruff voices and taloned fingers. They can assault an enemy by grasping the opponent's head and administering a usually fatal telepathic shock. (*Starship Log*: 'Distant Voices' [DS9]) SEE FILES 18, 70



▶ Dr. Janice Lester was once a well-respected Starfleet officer, but she was jealous of Captain Kirk's advancement up the promotion ladder. She stole his body in an attempt to realize her dream of commanding a starship.

leverage Tactic employed as part of the finance-based game of tongo. (*Starship Log*: 'Change of Heart' [DS9]) SEE FILES 14, 66, 70

Levinus V One of the planets in a corridor of destruction and insanity stretching from the Beta Porolan system to Deneva. It was wrecked by neural parasites that were finally stopped on Deneva in 2267. (*Starship Log*: 'Operation: Annihilate!' [TOS]) SEE FILES 3, 18, 68

Levodian 'flu A mild influenza. The infected individual suffers from a runny nose, elevated body temperature, and sneezing. The *U.S.S. Voyager's* EMH gave himself this flu to experience sickness. (*Starship Log*: 'Tattoo' [VOY]) SEE FILES 43, 55, 71

Lexington, U.S.S. Three Federation starships have borne this name. The *Constitution*-class Lexington, registry NCC-1709, was badly damaged during M-5 field trials in 2268; the *Excelsior*-class Lexington, registry NCC-14427, took medical supplies to the Taranko colony in 2370; and the *Nebula*-class Lexington, registry NCC-61832, visited Deep Space Nine in 2371. (*Starship Log*: 'The Ultimate Computer' [TOS]; 'Thine Own Self' [TNG]; 'Explorers' [DS9]) SEE FILES 31, 68, 69, 70

lexorin A drug in use in 2285 that diminishes feelings of confusion. Dr. McCoy received it to treat a multiple personality disorder, but he was in fact sharing his consciousness with Spock's katra. (*Starship Log*: *Star Trek III: The Search for Spock*) SEE FILE 74

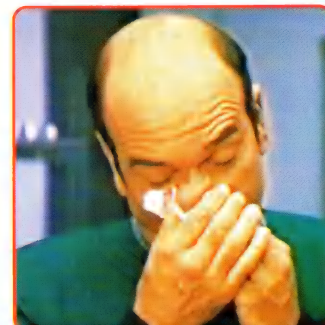
Leyor This native of Caldonia hoped to acquire control of the Barzan wormhole in 2366, but withdrew from the bidding after being deftly manipulated by Devinoni Ral, who represented another contender. (*Starship Log*: 'The Price' [TNG]) SEE FILE 69

Leyrons These humanoids on Malkus IX are known for their reverse developmental patterns. Leyrons communicated orally only after creating a written language. Their gestures were practiced by Captain Janeway. (*Starship Log*: 'Loud as a Whisper' [TNG]; 'Macrocosm' [VOY]) SEE FILES 18, 69, 71

Leskit
Leslie, Mr.
lessee
Lester, Dr. Janice
'Let Me Help'
Letant
Letek
Lethe
Lethean
leverage
Levinus V
Levodian 'flu
Lexington, U.S.S.
lexorin
Leyor
Leyrons
Leyton, Admiral
Li Nalas
Li-Paz
Liator
Libby
Library Computer Access and Retrieval System
Life Prolongation Project
life energy transfer device
lightning shield
light speed breakaway factor
lightship
Ligillum
Ligobis X
Ligon II
Ligorian mastodon
Ligos VII



▶ Dr. Bashir was attacked by a telepathic Lethean who intended to steal his medical supplies. Luckily, the thief was stopped by Odo and a security team.



▶ The EMH programmed himself to suffer the symptoms of Levodian 'flu so that he could learn what it was like to be ill.



Leyton, Admiral

At the peak of his brilliant career in **Starfleet**, Leyton obsessed over Changeling invasions and falsified evidence to gain followers willing to help him usurp Earth's democratic government. He was defeated by **Captain Sisko**. (*Starship Log: 'Homefront' [DS9]*) **SEE FILES 43, 70**



▲ **Admiral Leyton became obsessed with 'protecting' his homeworld from a possible Dominion invasion.**

Li Nalas

An important **Bajoran** resistance hero. After being liberated from a prison camp in 2370 by **Kira Nerys**, Nalas became **Deep Space Nine's** liaison officer until he was killed taking a **phaser** hit meant for **Sisko**. (*Starship Log: 'The Homecoming' [DS9]*) **SEE FILES 47, 70**

Li-Paz

This **Maquis** compatriot of **Chakotay's** and **Torres's** was massacred by **Cardassian** soldiers, along with **Meyer**, **Nelson**, and **Sahreen**. (*Starship Log: 'Extreme Risk' [VOY]*) **SEE FILE 71**



▲ **Young Wesley Crusher had no idea that the apparently idyllic world of Rubicun III had designated 'punishment zones', and that trespassing inside these unmarked areas carried a death penalty. Liator did not consider ignorance an excuse.**

Liator

A law official, or mediator, on the paradise planet of **Rubicun III**. In 2364 Liator sentenced **Wesley Crusher** to death, after the young man accidentally trampled on a flower bed. (*Starship Log: 'Justice' [TNG]*) **SEE FILES 18, 69**

Libby

In 2371 Libby was engaged to marry **Harry Kim**. The marriage never took place because Kim's ship, the **U.S.S. Voyager**, was presumed lost with all hands. Libby enjoyed **Ktarian** music. (*Starship Log: 'Non Sequitur' [VOY]*) **SEE FILES 43, 71**

Library Computer Access and Retrieval System

Also known by the acronym **LCARS**. This was the **Starfleet** computer system and user interface on **Galaxy-class** starships. It was later used on other **Starfleet** facilities. (*Starship Log: 'Encounter at Farpoint' [TNG]*) **SEE FILES 25, 59, 69**

Life Prolongation Project

A plan to use a virus to extend humanoid life on **Miri's planet**. The virus prolonged the life of those who have not yet experienced puberty, but proved to be fatal to all adults. (*Starship Log: 'Miri' [TOS]*) **SEE FILES 18, 68**



life energy transfer device

A large, ancient device on **Camus II** that can switch the minds of two people standing in front of it. **Dr. Janice Lester** shanghaied **James Kirk's** body using this device. (*Starship Log: 'Turnabout Intruder' [TOS]*) **SEE FILES 43, 66, 68**

◀ **Dr. Janice Lester transferred her mind into Captain Kirk's body in an attempt to take his place as captain of the U.S.S. ENTERPRISE.**

lightning shield

Primitive yet effective forcefield, used by the holographic **Dr. Chaotica** to protect his death ray from **Captain Proton's destructo beam**. (*Starship Log: 'Bride of Chaotica!' [VOY]*) **SEE FILES 43, 29 71**

light speed breakaway factor

This time travel technique relies on the interaction between a massive, gravitational object and a starship fleeing from it at light speeds. Also known as the **slingshot effect**. (*Starship Log: 'Assignment: Earth' [TOS]*) **SEE FILES 19, 68**

lightship

SEE **Bajoran solar sailing ship**

Ligillium

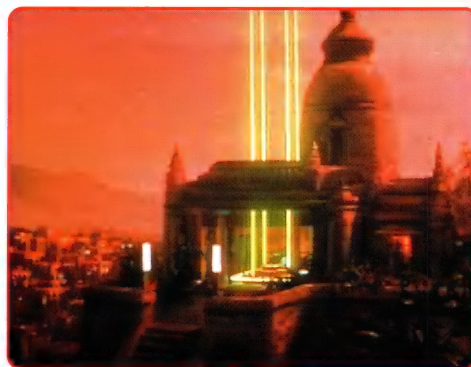
The archeological ruins on this planet promise great riches for anyone able to find the **Zaterl emerald**, rumored to be buried there. **Jean-Luc Picard** tried to tempt **Ardra** with a trip to the ruins of Ligillium. (*Starship Log: 'Devil's Due' [TNG]*) **SEE FILES 6, 58, 69**

Ligobis X

Professor Gideon Seyetik's flamboyant paintings were once exhibited in the magnificent Central Gallery of this planet. (*Starship Log: 'Second Sight' [DS9]*) **SEE FILES 3, 58, 70**

Ligon II

This **Class-M** planet produced the raw materials needed for an **Anchilles fever** vaccine. The **Ligonian** females own property, but all land and power is administered by the males. **Tasha Yar** was forced to fight to the death for her freedom after being kidnapped to Ligon II by **Lutan**. (*Starship Log: 'Code of Honor' [TNG]*) **SEE FILES 3, 18, 43, 69**



▲ **The civilization on Ligon II was a strange mix of ancient ritual and modern technology. Impressive architecture was set amid glorious landscapes, but the people followed a somewhat archaic belief system of protocol and beliefs.**

Ligorian mastodon

Large and noisy elephantine forest-dwelling life form. Even when the creature cannot be seen, one knows it is getting close from the sound of rustling leaves. (*Starship Log: 'Blaze of Glory' [DS9]*) **SEE FILE 70**

Ligos VII

Alpha Quadrant planet dominated by active volcanoes. In 2369 a desperate group of scientists studying Ligos VII sent a call for help to the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Rascals' [TNG]*) **SEE FILES 3, 69**

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 32A



OTHER GROUPS
AND RACES

THE MUGATO

The mugato is a carnivorous, apelike creature that is native to the Alpha Quadrant world known as Tyree's planet. This predatory species is migratory, and appears to travel in pairs rather than packs. Its most deadly feature is a set of poisonous fangs.

A Starfleet survey report describes the mugato as a large, apelike carnivore. It is native to Tyree's planet, a primitive Class-M world.

This highly aggressive species appears to have a simple intelligence. It is bipedal, with two powerful forearms and a tail several feet long, and capable of walking erect on its hind legs. When traversing longer distances, it prefers to use all four limbs, a posture supported by its

curved spine. A single, curved, tan-colored horn of about 30 centimeters in length extends from the top of its skull. A dozen or so large, curved spines protrude from its spinal column at the shoulder, tapering down its back.

Migratory hunters

The mugato is feared for its poisonous fangs and vicious nature. The species is migratory, though the hill country is their preferred habitat, making them more of a danger to the nearby

Furry features

The mugato's face is very similar to that of Earth's primates, and thick white fur covers most of its body. The creature has fearsome features, large clawed hands, poisonous fangs, and spines that travel the length of its back. Male and female mugato are not easily distinguishable from one another.



DEADLY BITE

Poisonous fangs

The predatory mugato are feared for their deadly bite, as the fangs of the creatures inject a lethal poison. The general attack pattern of the mugato is to physically overpower its prey, forcing the weaker creature to the ground before sinking its poisonous fangs into the victim's flesh. The poison takes effect quickly, causing convulsions, confusion, and weakness. Even if the mugato is driven away from its intended prey, the victim is doomed unless treatment is immediate.

A mugato's poison is so deadly that even the advanced medical facilities of the Federation cannot provide an antidote for the bite.

When the creature attacks, it appears to focus its attention on a particular victim; once it has its intended prey within its grip, there is little that can deter the mugato from dealing the killing stroke with its lethal fangs.



Homeworld	Tyree's planet
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Environment	The mugato has no particular environment; it is migratory. The general landscape it inhabits consists of grassy plains and small hillsides.
Features	The mugato is similar in appearance to the great apes of Earth. It is covered in thick white fur, and a single curved horn extends from its head. It also possesses poisonous fangs.
Starship log	STAR TREK: The Original Series 'A Private Little War'

hill people than to the villagers. They appear to travel in pairs; where one is found, its equally-dangerous mate is usually nearby.

The impressive strength and stamina of the mugato makes it a formidable opponent, even against the bows and arrows of the hill people, but its fate is less certain when the natives of Tyree's planet acquire gunpowder-based technology. In future, the mugato may find it more difficult to attack a prey armed with flintlocks and other advanced weapons.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 32A



OTHER GROUPS
AND RACES

THE MUGATO

This predatory creature possesses large horns protruding from its thick white fur, starting from the top of its skull and tapering down its spine.

The mugato resembles the great apes of Earth, with certain additional features that enhance its predatory nature. It is extremely dangerous, and likely to attack with little or no provocation.

GALAXY FACTS

▶ The only known cure for the mugato's bite is the mahko root; it is unclear how this strange, moving plant extracts the mugato's poison. The ritualistic cure involves a Kahn-ut-tu woman bonding her soul to the victim's to save them.

▶ The mugato is not an exclusively nocturnal creature, as some attacks occur in daylight, but they do tend to travel by night.



▲ Surprise attack

A mugato attack is usually heralded by the creature roaring and beating its chest, as it takes advantage of the element of fear.

The mugato possesses a tail, but it is unknown whether it is prehensile.

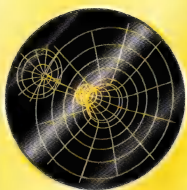


▲ Fearsome strength

The mugato combines agility and speed with a vicious strength that can easily outmatch most humanoids.

The creature's powerful hind legs allow it to leap upon its victim to overpower them, while its forearms feature sharp claws.





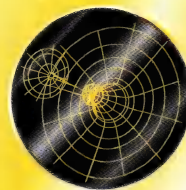
SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 29E

TEMPORAL ANOMALIES: MANY O'BRIENS



SPACE
PHENOMENA

Most temporal anomalies are experienced only briefly, and make little impact on the smooth running of the primary timeline. Others give Starfleet officers the opportunity to leave a unique mark on history.

Many of the people who have served with **Chief Miles O'Brien** during his long and distinguished **Starfleet** career would be astounded to learn that this exemplary NCO died in the line of duty in 2371. The Miles O'Brien currently serving on **Deep Space Nine** is a duplicate from an alternate timeline who takes the place of the original when that man dies from radiation poisoning.

O'Brien is injured while carrying out repairs to a conduit breach. The chief is contaminated by delta series radio isotopes, which cause him to begin a series of uncontrollable temporal displacements in which he regularly jumps five hours into his own future. Each jump warns him of a future event, and so allows him to prevent what he has seen coming to pass.

Each temporal displacement increases the radiation in O'Brien's body, and will eventually cause irreparable damage, but the chief puts his own safety on hold when he learns that **Deep Space Nine** could soon be obliterated in an explosion. He suggests flooding his body with more isotopes to artificially accelerate the timeshifts; a decay constant of two rads will jump him ahead three hours, to just before the explosion.

Time team

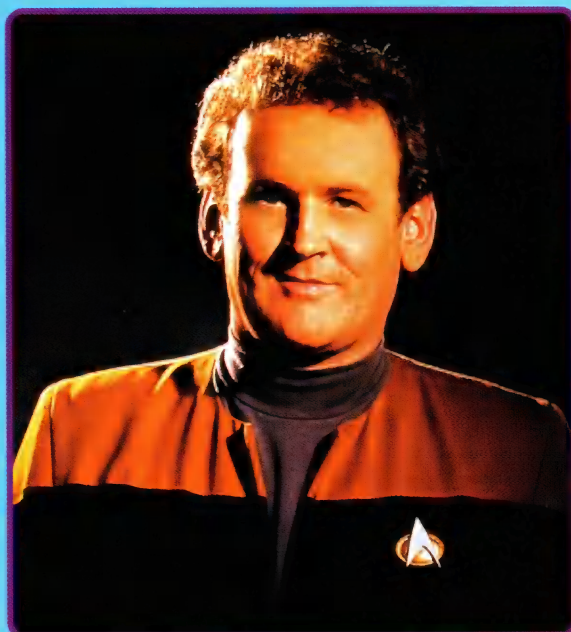
This trip in time allows the chief to contact his future self, and together they discover that the **Romulans** are planning to collapse the **Bajoran wormhole** as a defense against the **Dominion**, destroying **Deep Space Nine** in the process. Unfortunately, the original O'Brien dies from radiation poisoning before he is able

▶ **O'Brien's time-jumps create new timelines, causing his present to deviate from the future he has witnessed. This allows him to prevent a series of catastrophes.**

to return to his own time.

The temporal armband that facilitated his journey has been preset with the return coordinates, however, allowing the future timeline's O'Brien to return to the past and warn the crew of the Romulan scheme. Having arrived in this alternate past timeline, the future O'Brien simply takes over, and continues on with, his counterpart's life. He cannot help but feel he does not belong, but **Dr. Bashir** assures him that the only difference is, "You have a few memories the other didn't have."

▶ **The deadly radiation poisoning actually kills O'Brien in one timeline, but he is able to change his fate in another.**



DIVERGENT PATHS

Quantum singularity

The **Deep Space Nine** staff discover that the timeshifts are being triggered by a side effect of the artificial quantum singularity used to power a cloaked **Romulan Warbird** in orbit around the station. Quantum singularities send out waves of temporal displacement, and these have a particularly sensitive effect on delta series radio isotopes – the particles that have flooded Chief O'Brien's body. Every time the **Warbird's** singularity sends out a pulse, it propels O'Brien through time. This strange interaction proves immensely fortuitous for the Starfleet crew, as the **Warbird's** presence is unlikely to have been spotted if they had not had a reason to look for unusual energy signatures in close proximity to the station. The Romulan plan to collapse the wormhole would have destroyed **Deep Space Nine**.



▶ **It is Jadzia Dax who first detects the quantum singularity that is interacting with the radio isotopes in O'Brien's body. It seems to be orbiting DEEP SPACE NINE.**

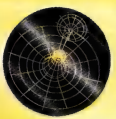


▶ **A temporal armband will control O'Brien's next jump. It allows the chief to travel into the future before the catastrophic explosion.**

The Guide to the STAR TREK Galaxy

FILE 5 CARD 29E

TEMPORAL ANOMALIES: MANY O'BRIENS



SPRICE
PHEONER



SPRICE
PHEONER

TIMELINE A

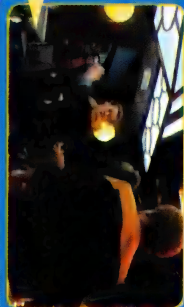
Chief Miles O'Brien suffers radiation poisoning while carrying out repairs on a damaged power conduit aboard *Deep Space Nine*. He does not appear to be badly injured, but Captain Sisko puts him on light duties as a precaution.



O'Brien has another vision of the future. This time he sees a fight breaking out between Klingons and Romulans.



Despite increased security, a fight does indeed break out in the bar. The past Chief O'Brien is able to help his future self throw off his assailants.



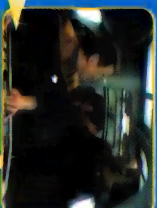
O'Brien witnesses his own death, caused by an exploding wall panel. Back in the present, he warns Chief of Security Odo, who keeps it under surveillance. This ensures the survival of the chief in this timeline.



O'Brien returns to the future once again. He finds himself in sickbay along with the corpse of his future self. The future Dr. Bashir is pleased to see him, as he is able to inform O'Brien of the steps that can be taken to prevent this death.



On another trip into the future, O'Brien finds himself on a *Runabout*, fleeing *Deep Space Nine*. The station is about to explode, but his future self has no idea what caused the catastrophe, nor how to prevent it.



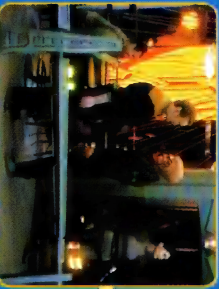
Back in the past, the Chief O'Brien from the alternate future takes the place of this timeline's chief. Bashir assures his friend that the difference is negligible, and the chief's life continues on from this point as normal.



O'Brien deliberately triggers another time jump in an attempt to find out what causes the station's destruction. He learns that the Romulans are responsible, but he can return to his past.



Later the same evening, Chief O'Brien collapses in Quark's bar. He dreams that he is arguing with Quark over a holosuite that has been damaged by rowdy Klingons.

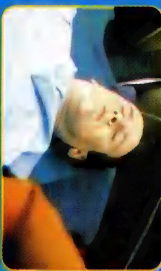


Much to O'Brien's surprise, he does indeed have an argument with Quark. As they bicker, he sees his past self watching them from across the bar in a repeat of the scene he dreamed before.



TIMELINE C

O'Brien dies, his body worn out by the radiation poisoning and the exertion of the time jumps. Dr. Bashir realizes during the autopsy that a basilar-arterial scan would have revealed the damage in time for it to have been repaired.

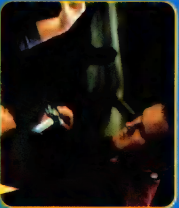


An O'Brien from the past appears, and Julian is able to alert him to the medical procedure needed to save his life.



TIMELINE ENDS

The two O'Briens discover that the station will be destroyed by the Romulans, but the past chief dies from the cumulative effects of his time jumps before he is able to return to his own time period. His future self takes the temporal armband, which has preset coordinates, and returns to the past to warn his counterpart's colleagues of the Romulan plot. He is successful in saving the station.



GALAXY FACTS

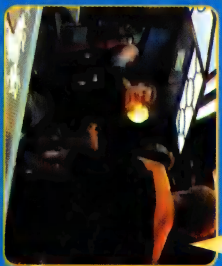
- After one time jump, O'Brien describes his dismay at feeling his own neck for "a pulse that wasn't there."
- The future O'Brien who returns to the past has made no previous jumps, so there is no radiation buildup in his body.
- Quark asks O'Brien to keep a look out for the dabo numbers that will come up in the future. O'Brien in fact does this, but only tells Quark after the game has ended.

TIMELINE B

As Chief O'Brien admonishes Quark about the damage visiting Klingons have caused to the holosuites, he looks up and is astonished to see his past self watching the argument from the Promenade.



O'Brien is caught in the middle of a fight between Klingons and Romulans in Quark's bar. A version of the past is also present, and is able to join in the fight.



O'Brien is killed by an energy blast from a wall panel. As he dies, his past self appears and sees the accident. This knowledge allows him to try to change the past to avoid his death.



TIMELINE ENDS

TIMELINE D

Deep Space Nine suffers a catastrophic explosion. Luckily, O'Brien and a few others are able to get into a *Runabout* before the station explodes. The chief is able to warn his past self of the impending disaster, but has no idea what caused it.



TIMELINE ENDS

TIMELINE E

A sleeping O'Brien is woken by a past version of himself, who warns him that in their mutual future the station will be destroyed. The past O'Brien asks his future self to help him determine the cause of the explosion.





THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9

CARD 6



THE
TRILLS

LIFE CYCLE OF A TRILL SYMBIONT

Joining in a mutually beneficial relationship with the humanoid hosts who live above ground provides Trill symbionts with multiple lifetimes of experience, and a mobility they would never otherwise have known.

The symbionts of the Trill homeworld are sentient, intelligent vermiform beings, possessed of all the emotional and intellectual qualities that human beings so appreciate. They benefit greatly from being joined with the humanoid hosts of their world; as a practical concern, it allows them to

function more easily among the Galaxy's predominantly humanoid races.

The symbionts are born in the murky waters of the **Caves of Mak'ala**, which stretch for kilometers beneath the surface of the planet. Cared for by unjoined Trills called **Guardians**, the symbionts rest and recuperate in these pools. They communicate

▶ *Trill is the hauntingly beautiful homeworld of two sentient, but diverse, life forms: the humanoid Trill and their vermiform counterparts, the symbionts. Together they embody the history of their planet.*

▶ *If it were not for the joining between Trill host and symbiont, the Galaxy might have gone without the contribution of these amazing beings.*



CAVES OF MAK'ALA

Dark dwellings

Unlike the humanoid Trill who live on the planet's surface, the sightless symbiont life forms begin their lives deep underground in the Caves of Mak'ala. The vermiform creatures breed and dwell within the cavernous pools, where they are cared for by unjoined humanoid Trill known as Guardians. Symbionts communicate with each other via visible electrical discharges. They are possessed of incredibly long life spans, outliving the hosts and Guardians by many generations.



▶ Healing place

A joined Trill may return to the Caves of Mak'ala if they have trouble accepting the memories they have inherited. There they receive healing in the subterranean pools.

▶ Breeding pools

Symbionts breed in pools located in underground caves on their homeworld. They communicate with each other by discharging a visible electrical impulse.



with each other via a visible electrical discharge that is conducted by the water.

It is not known what age a symbiont must be in order to join with a Trill host; this is just one of the mysteries about the millennia-old joining process, overseen by the **Trill Symbiosis Evaluation Board**. Just how many potential hosts are suitable for joining, and the number of symbionts available is known by only a select few outside of the board. As joining is so prized, the board was formed to protect this knowledge and find the best candidates.

Symbionts are regarded so highly that, in a joined situation, the Trill host will sacrifice him or herself in order to protect the life within them. In a sense, the symbiont is the embodiment of the history of Trill because it is so much longer-lived than the humanoids. Contained within its memory are the experiences and lifetimes of many hosts, and the symbiont is able to draw upon a store of wisdom and knowledge that only a few humanoid species – such as **Vulcans** – can match. Even then, the symbionts have a distinct





THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9 CARD 6

LIFE CYCLE OF A TRILL SYMBIONT



THE
TRILLS

▶ A symbiont is occasionally willing to risk exile, and even death, in order to resume a love affair; one such case occurred when Dax and Kahn were reunited.

▼ The zhian'tara ceremony allows a joined Trill to meet and interact with the personalities of their former hosts. The ceremony is overseen by a Guardian.

advantage as they will experience life from various vantage points, whereas a Vulcan experiences only one perspective. A Trill may be female in one lifetime, male in another, to give just one example.

Continuity

Initiates are tested and retested to ensure they are physically suitable for the joining. It is the **field docent** who decides if an initiate has what it takes to withstand the many memories and lifestyles of the previous hosts, as a joined Trill runs the risk of being overwhelmed with the experiences

and personalities of the symbiont's former hosts.

In most cases, however, these are an asset, notably when a Trill host chooses to continue a lifetime mission such as diplomatic mediation. The longevity of some negotiations means the memory of the symbiont comes in quite useful; it allows the same negotiator to deal with races that have much greater life spans than the humanoid Trills.

Forbidden relations

One of the greatest Trill taboos is that there can be no reassociation with a former host's family or loved ones. This guarantees that a symbiont will not be obligated to one family, lover, or experience. Some symbionts question the wisdom of this taboo, and only honor the agreements made by their previous hosts as a matter of principle.

It is theoretically possible for a symbiont to be joined with a Trill host who is not

GALAXY FACTS

▶ The Guardians are so attuned to the symbionts that they are able to detect slight changes in the balance of the pools.

▶ The Guardians use tools to measure the condition of the pools, and also exhibit a kind of touch telepathy with the symbionts.



▶ Joining a symbiont with an unsuitable host can have fatal consequences. Jadzia Dax's life is endangered when blocked memories of an illicit former host, Joran Dax, begin to resurface in 2371. She returns to Trill to be treated.



suitable. These experiences are quite damaging to the symbiont, and are avoided wherever possible. When a symbiont has a particularly bad experience with an unstable host, measures are taken to erase the memory of that host from the symbiont; however, the memory erasures are only a stop-gap measure. However, they have been known to resurface and put the lives of the host and symbiont in danger.

Healing methods

The current host may come to terms with the memories of that previous host through the **zhian'tara** ceremony, a rite of closure that is performed telepathically with the help of the Guardians. In extreme cases, a host must enter the pools in the Caves of Mak'ala so that the symbionts present can help the joined Trill to come to terms with the painful recollections.

The Trill occupy a place in the hearts of many **Starfleet** officers and **Federation** citizens. They have taken on a more important and central role in the Federation during the latter years of the 24th century. Working in roles as diverse as starship officer to ambassador, they have become valued contributors to the organization and its philosophy and goals.

EMERGENCY SITUATIONS

Unorthodox hosts

In 2367, Commander William Riker of the **U.S.S. Enterprise NCC-1701-D** becomes one of the first non-Trills to be joined with a symbiont, Odan. This occurs during crucial negotiations to avert a war between the two moons of Pelia Zel. Odan's experience in joining with a non-Trill is physically painful for both parties, and Riker's body tries to reject the symbiont as if it were an infection. Fortunately, Odan's new host arrives in time to save the day.

▶ In 2375, an emergency situation arises with the Dax symbiont, and Ezri Tigan becomes the unwilling recipient.

▼ Riker's joining with the Odan symbiont is physically grueling, but he makes a full recovery once Odan is removed.



Bajoran Assault Vessel

The *Bajoran Assault Vessel* functions primarily as a transport ship. A dozen are pressed into service to blockade the moon *Derna* against *Romulan* forces in 2375, but the vessels are no match for the more powerful *Romulan Warbird*.

The prolonged occupation of *Bajor* by the *Cardassians* had an inevitable impact on the infrastructure of the *Bajoran* militia. Much of the equipment the Bajorans have had to rely on since the *Cardassian* withdrawal of 2369 is obsolete in comparison to the technology of forces such as the *Romulans* and the *Federation*, but the performance of such ships as the *Bajoran Assault Vessel* nevertheless plays an important part in defending Bajor and its territories.

Bajoran Assault Vessels share much in common with other vessels of their era. They are restricted to sublight speeds, confining the vessel to relatively short distances for transportation and travel. This low maximum speed also means the ship cannot outrun a vessel capable of warp; for example, a typical *D'deridex-class Romulan Warbird* traveling at **warp 1** would easily outperform the small Bajoran transport.

During the Bajoran blockade of the moon *Derna* in 2375, it is widely believed that the dozen Bajoran vessels standing in the way of the approaching *Romulan* fleet can be destroyed by a single *Warbird*. The *Assault Vessel* was not designed for heavy combat, however, and when its intended role as a spacefaring troop carrier is taken into account, the merits of the vessel soon become apparent.

Hull design

The *Assault Vessel's* design is unusually elegant, consisting of joined wing sections and two main components in the single-piece hull. The bow of the hull ends in a point, into which is fitted two large oval windows in the side and one flat window on the front. These act as viewing ports for the five-person bridge inside this forward section.

The hull gets wider and higher away from the bow, keeping the same cross-section until it tapers to a more rounded curve in the stern, where the main propulsion unit is housed. There are no other windows set into the outer hull. Two sets of white identification lights are situated just behind the bridge and underneath the wings on both sides of the hull.

The inclusion of permanently fixed wings indicates that the *Assault Vessel* is designed to operate within the atmosphere of a planet as well as in the vacuum of space. As a troop carrier, one of its main functions would be to get its complement to and from designated areas as quickly as possible, and this transit would involve landing on the surface of moons and planets. The ship's highly aerodynamic

shape aids its orbital entry and egress; the wings have a very narrow cross-section, offering a thin leading edge to cut through the atmosphere of a planet.

The wide underside of the wing acts to aid lift, while the tapered gull-wing shape makes the vessel highly maneuverable. The wings shear downward and away from the hull, but there is a pronounced 30 degree angle toward the tip on either side, bringing the very end of the wing to virtually the same level as the bottom of the main hull. There are no external connecting points, pylons, or mountings on the smooth upper and undersides of the wings.

Limited armaments

The *Bajoran Assault Vessel* offers a narrow target from a front and side elevation, and the overall effect is one of sleekness and agility. The ship carries limited armaments and a weapons system capable of locking onto other vessels, but it is not designed to be a frontline offensive vehicle. Nevertheless, what it lacks in the ability to outgun or outrun a more modern opponent is balanced by relatively sophisticated sensors that are able to detect the powering up of an enemy's weapons systems.

The shields are adjustable around the ship, allowing the commander to shift power from one section to another to optimize the available defenses. Additionally, the ship has an excellent communications system that is able to pick up audiovisual signals over long distances.

The *Bajoran Assault Vessel* may not pose a serious military threat to newer vessels with greater propulsion, firepower, or shielding, but the vital deployment of this class during the 2375 *Romulan* blockade proves their worth in situations far beyond those envisaged by the original designers.

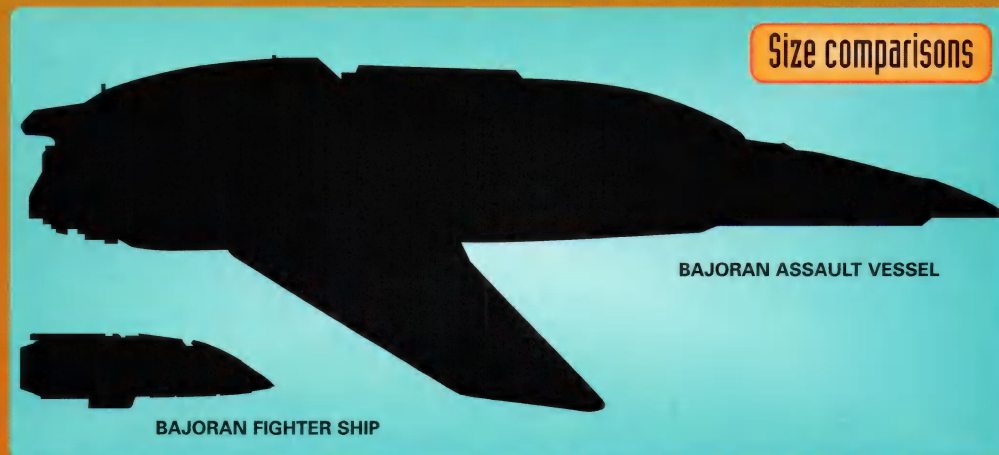


▲ The Bajorans may not be at the cutting edge of ship design or development, but their **ASSAULT VESSELS** perform capably in both transportation and defensive duties.



▲ The interior of the **BAJORAN ASSAULT VESSEL** is surprisingly comfortable. The ship's five-person bridge gives Odo and Major Kira plenty of space in which to work during the 2375 blockade of the moon *Derna*.

Size comparisons

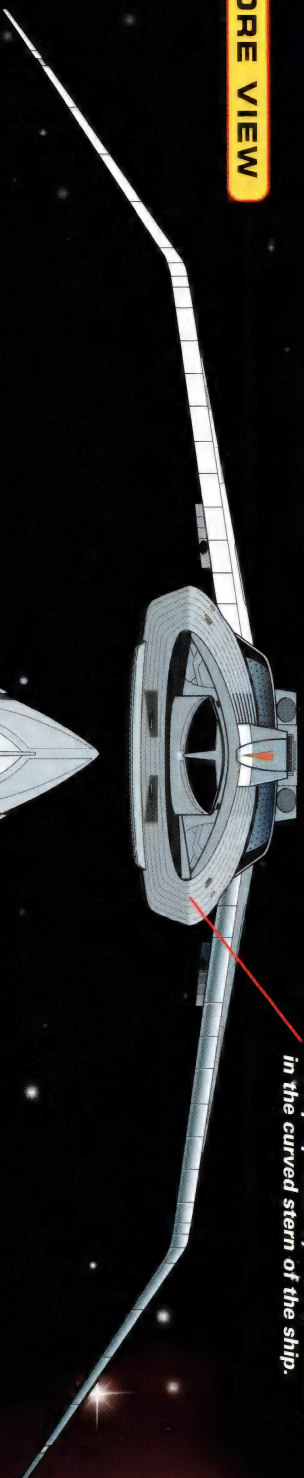


BAJORAN ASSAULT VESSEL

BAJORAN FIGHTER SHIP

Bajoran Assault Vessel

FORE VIEW

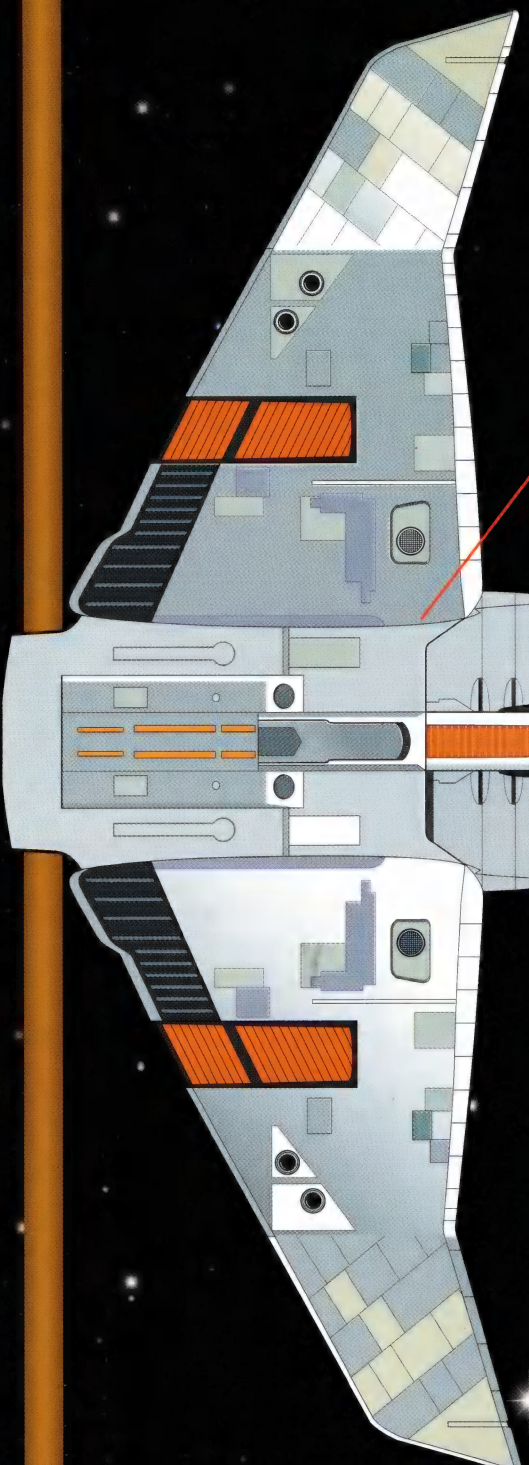


The BAJORAN ASSAULT VESSEL's main propulsion system is housed in the curved stern of the ship.

The bridge of the ASSAULT VESSEL can comfortably accommodate five crew members.

The aerodynamic shape of the BAJORAN ASSAULT VESSEL assists its entry to and exit from orbit, while its tapered wings improve maneuverability.

DORSAL VIEW



BAJORAN ASSAULT VESSEL

First recorded: 2370

Type:

Remarks:

Transport ship
The *Bajoran Assault Vessel* is capable of landing on a planet's surface, and is primarily used to transport equipment and multiperson assault teams.

Dr. McCoy & Mr. Spock

McCoy and Spock are polar opposites in many ways. The doctor's passionate and caring stance often clashes with Spock's calm, unemotional logic, so it is not surprisingly that they are quick to argue and often at odds with each other. Beneath their genial feuding, however, is a firm friendship built on mutual respect and trust.

The business of **Chief Medical Officer Leonard H. McCoy** is the welfare of the ship's crew. The doctor is expected to be compassionate and understanding, but there is one crew member whom he prefers to tease rather than treat: **Science Officer Spock**.

As senior officers aboard the **U.S.S. Enterprise NCC-1701**, McCoy and Spock are actively involved in almost every mission, and so spend much of their time together. This is not a situation that always appears to suit them.

Taunts

Whenever Spock offers a course of action informed by his **Vulcan** intellect, McCoy never misses the opportunity to tease him for his cool perspective. He regularly makes comments regarding Spock's pointed ears and green blood, as though they are distasteful traits. As a being of logic, Spock never appears riled or insulted by McCoy's needling, and this annoys the caustic doctor even more.

★ Solidarity

Spock and McCoy show their unity when viewing the captain's last orders after his 'death.'



The Vulcan however, gives as good as he gets, ceaselessly alluding to his own superior mind. He is quick to remind McCoy of the doctor's "human flaws," and appears to enjoy baiting him.

In 2268, after McCoy's medical expertise saves Spock's life when his brain is temporarily removed from his body by the **Eymorgs of Sigma Draconis VI**, the Vulcan cracks a joke and grins. He is quick to cover his emotional lapse by claiming he was trying to sneeze, not grin; the doctor has "obviously" reconnected the wrong nerve endings in Spock's brain.

On the surface, it would appear that McCoy and Spock cannot stand one

PROFILE ON MCCOY AND SPOCK

RELATIONSHIP: Over most of the years Dr. Leonard McCoy and Mr. Spock work together, they rarely see eye to eye. Despite their antagonism and differing attitudes, they risk their own lives to save each other on more than one occasion.

POSTINGS: McCoy and Spock first serve together in 2266, when the doctor is assigned to the **U.S.S. Enterprise NCC-1701**. Their working relationship continues until the last voyage of the **U.S.S. Enterprise NCC-1701-A**, almost 30 years later.



▲ **McCoy does not miss an opportunity to accuse the Vulcan Spock of lacking compassion, while Spock never fails to point out when the doctor's emotions cloud his judgment. They are as stubborn as each other, but their mostly good-natured jibes conceal a strong friendship.**

THE ODD COUPLE

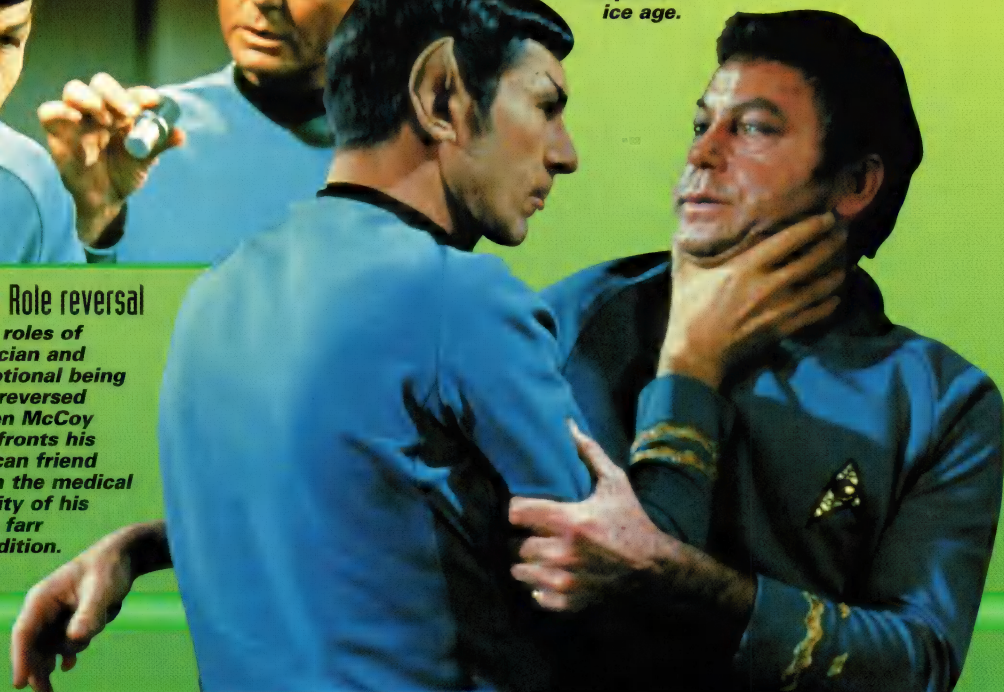
★ Breaking point

Plunged into the emotional abyss of his forebears, Spock nearly snaps his friend's neck in anger while marooned in the Sarpeidon ice age.



★ Role reversal

The roles of logician and emotional being are reversed when McCoy confronts his Vulcan friend with the medical reality of his Pon farr condition.



Dr. McCoy & Mr. Spock



★ Open to ridicule

McCoy gleefully mocks Spock when the usually impassive Vulcan displays his delight that Kirk is still alive.

another, but the concern they show for each other proves otherwise. In 2267, when McCoy hurls himself into 1930's Earth after an accidental overdose of **cordrazine**, Spock and **Captain Kirk** go after him, even though they risk becoming trapped in the past themselves.

Friend in need

In 2269, McCoy returns the favor by saving Spock in a similar situation. The two officers are accidentally sent 5000 years into the planet **Sarpeidon's** icy past, where a woman named **Zarabeth** lives in lonely exile. Spock's biology reverts to a more primitive and emotional Vulcan state, and he falls in love with Zarabeth and wants to remain with her. McCoy knows that Spock would want to return with him to the present if he were thinking logically, and struggles to save his colleague because friendship, as well as duty, demands it.

McCoy's role as the ship's physician sometimes brings him into direct conflict with Spock; this is usually over some aspect of physiology, as the Vulcans are a private race that rarely discuss their customs and traditions with outsiders. In 2267, Spock experiences the **Pon farr**, the powerful Vulcan urge to return home to mate. The results of Spock's physical tell the doctor

★ Wedding invitation

Spock shows his high regard for the doctor by inviting him – along with his other close friend, James Kirk – to his Koon-ut-kal-if-fee or marriage ceremony.

that the Vulcan will die if he does not return home, but Spock will not say why. The truth eventually comes out, and Spock requests that Kirk and McCoy accompany him to meet his bride – something a Vulcan only asks of his closest and dearest friends.

Spock later returns to the *Enterprise* believing he has killed

Kirk in ritual combat, and is delighted to see his captain alive. McCoy cannot help but tease the Vulcan, claiming Spock was on the verge of an emotional outburst; Spock tries to label it logical relief, but the doctor is clearly skeptical.

Like any good physician, McCoy takes pride in his medical knowledge, but treating Vulcan physiology sometimes baffles him. The theft of Spock's brain in 2268 confronts the doctor with his biggest medical challenge to date.

With the Sigma Draconis computer system at his disposal, he gains, for a brief time, the incredible surgical knowledge required to operate, but this begins to fade before the procedure has been completed. In the end, Spock must assist the doctor in his own operation, much to McCoy's chagrin; it is a perfect example of how the two often butt heads, but unite to reach a common goal at the end.

Beneath all the teasing, McCoy obviously considers Spock a close friend. Spock does not have the same emotional response, but he is as close to the doctor as a Vulcan would allow, literally trusting his friend with his life. In 2285, before

he exposes his body to a lethal dose of radiation, Spock renders McCoy unconscious and **mind-melds** with him to place his **katra** in the doctor's subconscious.

Soul mates

When McCoy learns the truth, he feigns anger at Spock for making him think he was going mad. He does, however, endeavor to reunite the Vulcan with his katra at great risk to his own life, and even concedes that he misses Spock.

Once the Vulcan is returned to his old self, McCoy can afford to mock him again, but no-one believes the doctor is ill-disposed toward Spock in any way. In fact, many suspect that the two are the best of friends – even if neither would ever admit it.



★ Saving Spock's life

The doctor must use the Teacher device to learn the necessary medical techniques to return Spock's brain to his body.

"That green blooded son-of-a-bitch. It's his revenge for all those arguments he lost!"

— Dr. McCoy on carrying Spock's katra

FRIENDSHIP RESURRECTED

Meeting of minds

McCoy and Spock's relationship takes an unusual turn when the doctor has Spock's katra, or spirit, deposited in his subconscious. It is a Vulcan custom to mind-meld with a friend when they know they are about to die, and transfer to them their katra, or soul. The friend is then entrusted to return the soul to the individual's home. Spock does not have time to explain the process to McCoy before he dies, and the doctor is more than a little perturbed when he learns what Spock has done to him. This does not stop the veteran medic from risking his life to help rejoin his friend's mind with his body, but it does little to improve his sense of humor.

▶ Continued banter

Even after Spock's spirit is returned to his body, McCoy cannot resist ribbing the stoic Vulcan about sharing his "marbles." This masks his relief that his old sparring partner has been returned safe and well.



◀ Thinking as one

Spock and McCoy are never closer than when the Vulcan entrusts his katra to his friend, initiating a mind-meld with the unconscious doctor before embarking on what he knows will be a suicide mission. He does not have time to tell McCoy what he is doing.



FILE 52 BORG PERSONNEL

One

Created by a combination of Borg technology and a 29th-century mobile emitter, **One** finds himself alone, save for **Seven of Nine** and the crew of the *U.S.S. Voyager NCC-74656*.

One is created in an incident involving an away team from the *U.S.S. Voyager NCC-74656*. The small group, which includes **Seven of Nine** and the holographic **Doctor**, is assigned to a routine mission to study a spontaneous **protonebula**. They are beamed back to *Voyager* when threatened by a **gravimetric shear**, but problems occur during transport, and Seven of Nine's Borg **nanoprobes** become fused with the 29th-century technology of the Doctor's **mobile emitter**. Combined with a tissue sample from **Ensign Mulchaey**, the fused emitter forms the core of a unique being.

As far as the drone — who names himself **One** — understands, his world is initially filled with a green

liquid. He is an infant inside a maturation chamber, with humans on the outside staring in at him. Thanks to Borg technology, **One** matures past this stage rapidly, becoming a fully-grown adult within hours.

Advanced drone

This drone is unique; he is alone, and has never been connected to the vast **Borg collective**. Borg implants comprise approximately 27 percent of **One's** body; his skin plating is composed of a sleek **polydeutonic alloy**, drawn from the mobile emitter now embedded in his cerebral cortex. It has been adapted to function as part of **One's** central nervous system, and controls all of his autonomic functions. **One** also has multi-dimensional adaptability,

PROFILE ON ONE

NAME: One

CREATED: In 2375, on board the *U.S.S. Voyager NCC-74656*.

ORIGIN: **One** is born from the fusion of the Doctor's 29th-century mobile emitter, Seven of Nine's Borg nanoprobes, and a tissue sample from Ensign Mulchaey.

LIFE FORM: **One** is the most advanced Borg drone ever to have been created. He exists as an individual, apart from the collective.

FIRST SEEN: "Drone" [VOY]



▲ One of the most advanced Borg drones ever to have existed, **One** is also one of the most unique beings encountered by the crew of the *U.S.S. VOYAGER*.

MOTHER FIGURE

◀ As **Seven of Nine** is the only other Borg drone on board, **One** relies on her as a role model in his struggle to understand his own individuality.

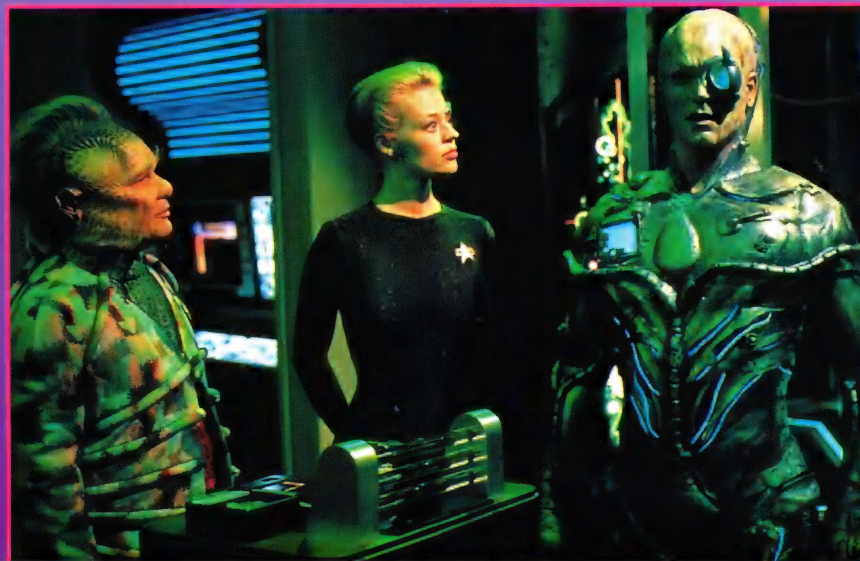
▶ Upon activation, **One** is confused that he is among individuals and not part of the Borg collective.

internal **transporter** nodes, and other assimilated 29th-century technology. He is the most advanced drone in existence.

As soon as **One** disengages from his maturation chamber, he awaits his designation and instructions from the collective. He is instead greeted by Seven, an

former Borg, who tells him that he is an individual and will receive his instructions from her. **One** finds this confusing and insufficient.

One is soon given vast amounts of information via Borg data nodes. He begins to understand his place on *Voyager*, and in the universe. He recognizes the laboratory, **Neelix** as a



One



In Astrometrics, One receives more information about his existence on the U.S.S. VOYAGER, and is thrilled to discover that he is among a crew of explorers.

Talaxian, and that he is traveling through space as an explorer. He mistakenly thinks that everyone on board is also a Borg explorer. Seven again explains to One that he is an individual, and this time he seems to understand.

One learns that his creation was essentially an accident, and asks the EMH if his presence is unwelcome on *Voyager*. He appears to listen carefully to the answers to all his questions. By the time he is introduced to **Captain Janeway**, he has switched from the traditional Borg use of "we" and "our" to "me" and "mine" – an acknowledgment of his individuality.

Within a very short period of time, One assimilates 47 billion teraquads of information on a vast variety of subjects, including particle physics, comparative humanoid anatomy, warp field theory, and the culinary delights of the **Delta Quadrant**, courtesy of Neelix. He also rapidly develops a distinct personality, and appears to be fitting in with the crew. **Lt. B'Elanna Torres** even requests his assistance in increasing the efficiency of the ship's **Bussard collectors**. Nevertheless, One is curious about the Borg collective, and often asks Seven about it. She avoids giving him too much information.

Imminent danger

Seven deactivates One's transceiver when he becomes active, but his cranial implants adapt, creating a secondary transceiver as part of a Borg failsafe device. Unknown to even One, he begins to emit a Borg proximity signal that notifies the collective of his existence.

Upon hearing that a **Borg sphere** is only three hours away, One wants to meet them. Seven decides to tell him the truth: the Borg have assimilated thousands

of species. He learns that he will have to give up his individuality, his uniqueness, in order to experience the hive mind. Janeway asks him to help enhance their defenses so that *Voyager's* crew will not be assimilated, like so many billions before them.

One appears shocked at this turn of events, experiencing anxiety for the first time. He realizes that *Voyager* will be destroyed without his assistance, and so he decides to interface with the collective directly. Promising that he will not be assimilated, he transports himself onto the *Borg sphere* and tells them to call off their attack, or he will use his superior technology to destroy them. When the Borg insist that resistance is futile, he accesses their navigational controls and sends their vessel into a nearby nebula.

Self sacrifice

Remarkably, One survives the destruction of the *sphere*, and is found floating in the debris, using a **multispatial forcefield** to protect his body. His implants are already regenerating when he is beamed to *Voyager's* sickbay, but his biological systems have undergone severe trauma: he has suffered internal bleeding and damage to his cerebral cortex. His first concern, however, is whether the

"I am not Borg. I am not human. I was an accident ... I was never meant to be. As long as I exist ... All life on *Voyager* is in danger." — One to Seven of Nine

Borg threat has been removed.

During his link to the collective One learns that the Borg will send more ships after him, now that they know of his existence. He asks the Doctor not to operate on him, because the accident that created him puts the ship in danger. Seven protests that his actions are hurting her, but he assures her that she will adapt.

Seven of Nine uses a neural interface to provide One with instructions. The drone is unable to ignore his initial programming, and attempts to assimilate all of Seven's knowledge, only terminating the interface when Seven says that he is hurting her – a plea any other Borg drone would have found irrelevant.



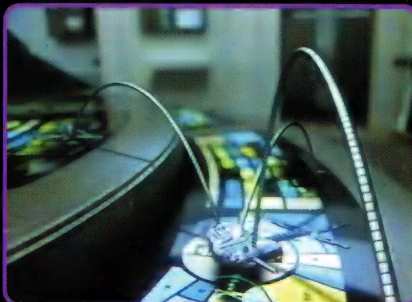
Using a forcefield to prevent the EMH from treating him, One dies.

In his short life, this unique drone embraces individuality to such an extent that he puts the lives of others ahead of his own. He is, in effect, the antithesis of the communal culture from which he sprang, and a credit to Seven's ability to help him understand the individuals among whom she lives.

MOBILE EMITTER

29th-century tool

The mobile emitter that forms the core of the advanced drone known as One is an incredible device. It was created from 29th-century technology, and given to the U.S.S. *Voyager's* EMH during a trip back in time to 20th-century Earth. It is very small and light, usually fitting onto the hologram's arm, and features an internal power source. The extent of this power has never been tested, but the emitter has functioned for many hours away from the ship. It is not infallible, however, and can be affected by energy surges and radiation. Its vital role in the creation of One is indicative of the technology at work.



The 29th-century mobile emitter fuses with Seven of Nine's Borg nanoprobes and begins to evolve into an incredibly advanced drone.

The transformed mobile emitter takes a tissue sample from Ensign Mulchaey and uses it to create an entirely new being grown within a Borg maturation chamber.

Once fully grown, One awaits the instructions that will give him his purpose in life. Like a baby which wants everything within its grasp, he wants to assimilate every available scrap of information.



Starfleet Rank Insignia: Late 24th Century

In a tightly structured organization such as Starfleet, it is important that ranks and positions can be identified at a glance. A simple system of pips worn on the collar serves this function perfectly.

The duty uniform introduced by Starfleet in the early 2350's incorporates a new system of rank insignia that remains virtually unchanged throughout the next two major uniform changes, and is still in use in the mid 2370's. Previous rank insignia have used a series of broken and solid bands around the cuffs of the duty uniform, later replaced by metal badges displayed on the tunic fastening, but the new system is the most simple yet devised. This may account for its relative longevity, outliving the uniforms on which it was first introduced.

A series of small circular pips, each just one centimeter in diameter, combine to indicate all ranks from warrant officer to fleet admiral. Pips can either be of a solid color (at first gold and later silver) or black ringed by a metallic circumference, and can be worn alone or inside a metallic border. The number and arrangement of these pips provides an immediate visual reference to the rank of the wearer – an important indicator when the uniform of an enlisted crewman and a captain are otherwise identical.

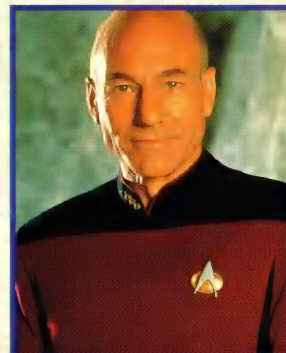
Simple system

Essentially, the black pips are a 'half pip,' and indicate a lower rank than a solid metallic one. The lowest rank to display this new system is chief warrant officer, the highest non-commissioned rank; these personnel wear a single black pip. All other ranks designated in this way are officers. Ensigns wear one solid metal pip, adding a black pip when they receive their first promotion to lieutenant junior grade. A promotion to lieutenant sees the black pip

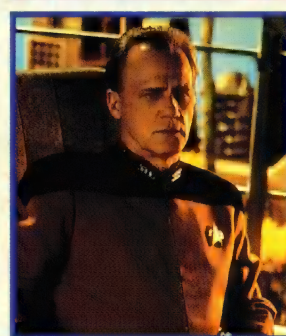
replaced with a second solid one. A Lt. commander will wear two solid pips and one black one, a full commander three solid pips. A captain wears four solid pips; there is no rank that wears three solid and one black pip, indicating the relative importance of the jump from commander to captain. In all cases, these rank pips are worn in one place only: on the right-hand side of the duty uniform collar. They are placed in a similar location on most of the dress uniform variants.

Above the rank of captain, all Starfleet flag officers are referred to as admirals, although there are five separate ranks in this category, of which fleet admiral is the highest. The lowest-ranking admirals wear a single metal pip, but unlike that of an ensign, it is placed on a black background and surrounded by a border of the

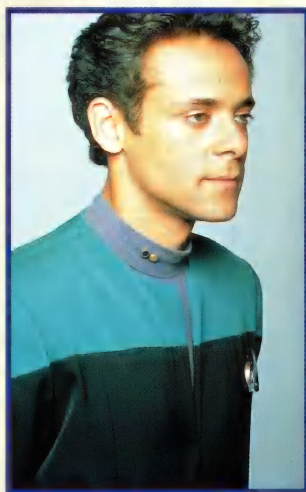
Under the new system, the rank of a Starfleet captain is denoted by four solid pips worn in a straight line on the right hand collar. This is the same whatever role the captain fulfills, be it commanding a starship or an admin position.



Admirals wear solid pips inside a gold border, with a line of pips worn on both sides of the uniform collar. On the admiral's dress uniform, which has no collar, the pips are worn at the top of the wrapover lapel.



In an alternate timeline encountered by the U.S.S. ENTERPRISE NCC-1701-D crew in 2366, the Federation has been at war with the Klingon Empire for 20 years. In this timeline, Starfleet is more of a military organization than an exploratory one, but the rank insignia remains the same.



Starfleet personnel clearly display their rank at all times, but sometimes their role within their ship or starbase can be more important than this might indicate. Unlike the role of a bridge officer or engineer, the day-to-day duties of a chief medical officer such as Dr. Bashir will vary little as his rank changes over the years.



COMMAND
DUTY COLOR RED

As worn by **Captain Picard**



OPERATIONS
DUTY COLOR GOLD

As worn by **Lt. Commander Data**



SCIENCE
DUTY COLOR BLUE

As worn by **Dr. Beverly Crusher**



Starfleet Rank Insignia: Late 24th Century

same metal as the pip. As the importance of the admiral increases, more pips are added inside the border. Admirals wear their rank pips on both sides of the uniform collar, and some uniform variants incorporate the rank bands on the outside of the tunic cuffs as well.

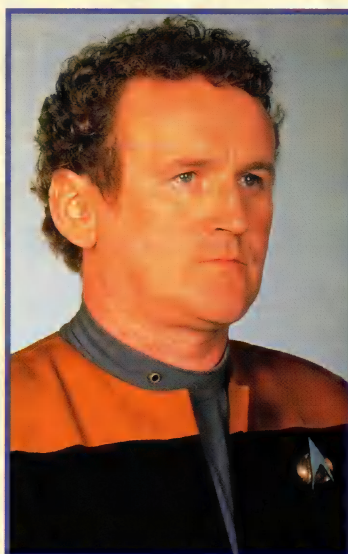
Changing fashions

When Starfleet changes its uniforms to predominantly black jumpsuits in 2369, and later to black and gray jumpsuits with a colored undershirt in 2373, the rank pip system remains. The only difference is that some pips are now silver rather than gold, and the black pips no longer have a metallic circumference.

Remarkably, this same rank system has been observed in a number of alternate futures encountered by the **Federation**, including the **anti-time future**

created by **Q** to test the crew of the **U.S.S. Enterprise NCC-1701-D**, and another experienced by **Jake Sisko**. In both examples, the rank pip system is still in use, although the pips are worn on the breast rather than the collar.

This simple system of rank designation has proved to be ideal. The pips may be small, but their symbolic value is high, and this is emphasized by the rituals attached to them. **Benjamin Sisko's** well-earned promotion from commander to captain is made official in a ceremony in which he is awarded the fourth pip by his son, Jake, while the disgraced **Admiral Leyton** tenders his resignation from Starfleet by symbolically removing his rank insignia. On another occasion, **Captain Kathryn Janeway** demotes **Tom Paris** from junior grade lieutenant to ensign by removing his second pip.



▲ For the first decade after the rank pips are introduced, high-ranking NCOs wear a single black pip. This is later replaced with a dedicated rank insignia that denotes their special role.



▲ Some variations of the admiral's uniform, such as the one worn here by Admiral Brand, have rank pips on the outside cuff of the sleeves as well as on the collar.

FLAG OFFICER RANK PIPS



FROM TOP TO BOTTOM:

FLEET ADMIRAL
ADMIRAL [FOUR STAR]
ADMIRAL [THREE STAR]
ADMIRAL [TWO STAR]
ADMIRAL [ONE STAR]

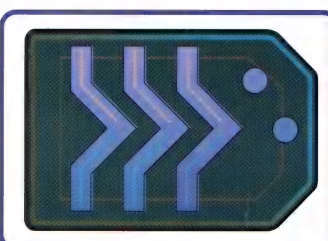
OFFICER RANK PIPS



FROM TOP TO BOTTOM:

CAPTAIN
COMMANDER
LT. COMMANDER
LIEUTENANT
LIEUTENANT [JUNIOR GRADE]
ENSIGN
WARRANT OFFICER

INSET: CHIEF OF OPERATIONS





'Angel One'

An away team from the *U.S.S. Enterprise NCC-1701-D* visit the matriarchal society of Angel One, where strong females subjugate the weaker males. The Starfleet officers discover that four dissident males will be executed unless they agree to leave their adopted homeworld.

CAPTAIN'S LOG SUPPLEMENTAL

"Our away team has beamed down to an unusual matriarchal society where the female is as aggressively dominant as the male gender was on Earth hundreds of years ago. Here the female is the hunter, the soldier, larger and stronger than the male."

On Stardate 41636, the *U.S.S. Enterprise NCC-1701-D* makes an unexpected discovery: the *S.S. Odin*, a lost Federation freighter, drifting close to the **Romulan Neutral Zone**. Three escape pods are missing, suggesting that some survivors may have made it to the nearby planet **Angel One**. **Beata**, the **Elected One** who currently rules the planet, grudgingly allows an away team to beam down.

Beata reveals that four *Odin* survivors, led by a man named **Ramsey**, did crashland on her world seven years ago, but they rebelled against "the natural order" and are now in hiding. **Riker** enjoys a flirtatious conversation with **Beata** while **Data**, **Tasha Yar**, and **Deanna Troi** search for the fugitives. When they find Ramsey, they learn that the *Odin* survivors do not want to be rescued from their new home. **Data** points out that, as they are not bound by the **Prime Directive**, the *Odin* crew cannot be forcibly repatriated. **Beata** announces that unless the rebels depart Angel One, they will be executed.

Viral infection

Meanwhile, seven **Romulan Battle Cruisers** are detected entering the Neutral Zone. The *Enterprise* is ordered to join the *U.S.S. Berlin* in a crucial show of force, but **Captain Jean-Luc Picard's** tactical preparations are waylaid when he and many other members of the crew succumb to an airborne virus that induces high fever.

The Angel One authorities manage to capture Ramsey and his compatriots. **Riker** decides to beam the renegades onto the *Enterprise*, but **Dr. Crusher** refuses to allow any contact while the ship is still in the grip of the virus. The commander instead makes a stirring defense of progress and equality that persuades the legislature to stay the execution of their prisoners. Ramsey and his followers are exiled to a distant and unpopulated region of the planet.

Data returns to pilot the *Enterprise*, while **Dr. Crusher** succeeds in synthesizing a cure. The remaining away team members beam back, and **Captain Picard** returns to the bridge to hoarsely set a course for the Neutral Zone.

ON SCREEN...



1 Starfleet wants to establish diplomatic relations with the matriarchal society of Angel One, but **Beata**, the planet's 'Elected One,' is suspicious of the Federation's interest in her people.



2 A *U.S.S. ENTERPRISE* away team is given grudging permission to beam down to Angel One to enquire about survivors from the lost Federation freighter *S.S. ODIN*.



3 After **Riker** dons the revealing clothing of Angel One's male citizens, **Beata** asks him to take the disruptive *S.S. ODIN* survivors onto the *U.S.S. ENTERPRISE*.



4 **Ramsey** and his *ODIN* colleagues do not want to leave Angel One: they have found partners who share their distaste for the planet's gender inequalities.



5 **Ramsey** is captured by **Beata** and her followers, and placed in an execution device. **Riker** makes an inspiring speech that persuades her to spare Ramsey's life.



6 When the away team return to the *ENTERPRISE*, **Dr. Crusher** gives them an innoculant against the virus that has debilitated **Captain Picard** and his crew.

STARSHIP FACTS

A Federation vessel last visited Angel One 62 years ago.



'11001001'

The *U.S.S. Enterprise NCC-1701-D* undergoes a computer upgrade carried out by the Bynars. While testing the holodeck improvements, Commander Riker encounters Minuet, a beautiful new holocharacter who distracts him as her creators attempt to steal the ship.

CAPTAIN'S LOG

STARDATE 41365.9

"The *ENTERPRISE* has been ordered to *STARBASE 74*, in orbit around *Tarsas III*. A routine maintenance check of all systems will be made, and certain upgrades completed – including the holodeck, with which we've had problems."

The *U.S.S. Enterprise NCC-1701-D* arrives at *Starbase 74* and Captain Jean-Luc Picard welcomes aboard a team of Bynar scientists, who are due to upgrade the ship's computer systems. The Bynars have become so interconnected with the master computer on their world that their language and thought now resembles binary code.

After the Bynars complete their enhancement of the holodeck, Commander William Riker decides to test a program set in a jazz club. He soon finds himself talking to the beautiful Minuet; when Picard also visits holodeck 4, he is similarly impressed by the program's sophistication.

The *Enterprise's* antimatter containment field suddenly and inexplicably degenerates. With only four minutes left before the ship will explode, the entire crew are evacuated – apart from Picard and Riker, who remain in the holodeck, oblivious to the danger.

Containment field failure

Riker eventually realizes that the Bynars created Minuet to act as a distraction while they created the false field failure. The *Enterprise* has now been set on a course for the planet *Bynaus*. When Picard and Riker beam onto the bridge, they find the Bynars close to death, their link to their main computer severed. They have placed vast amounts of data in the *Enterprise* computer.

It seems that when a star in the Bynaus system recently started to turn supernova, its electrical pulse threatened to wipe out all the information stored in the main Bynar computer. The Bynars calculated how long it would take them to transfer their data to the *Enterprise* computer, but the star exploded earlier than expected. They were forced to hijack the ship, but even then could not complete the data transfer before their homeworld's computer was wiped and they lost consciousness. The Bynars come back to life once the data is returned to their computer.

As the *Enterprise* heads back to *Starbase 74*, Riker goes in search of the captivating Minuet – but she has sadly vanished, along with the rest of the Bynar data.

ON SCREEN...



1 At *STARBASE 74*, Commander Orfil Quinteros, leader of the team that built the *U.S.S. ENTERPRISE*, brings the Bynar computer scientists onto the ship.



2 Symbiotic Bynar pairs hurriedly begin their upgrades to the ship's computers; the *ENTERPRISE* is due at *Pelleus V* in just 54 hours.



3 The ship's crew enjoy a range of leisure activities, and Commander Riker decides to test the enhancements made to the holodeck. He enters a scenario set in a New Orleans jazz club.



4 In the club, Riker encounters Minuet, a beautiful holocharacter who displays a surprising amount of intuition. Both Riker and Picard are impressed by the program's technical sophistication.



5 Data and Geordi have no choice but to evacuate the *ENTERPRISE's* crew to *STARBASE 74* when the ship's containment field appears to fail.



6 After restoring the Bynars' link to their main computer, Picard and Riker take the *ENTERPRISE* back to *STARBASE 74* to pick up the ship's crew.

STARSHIP FACTS

The Bynars successfully upgraded the *U.S.S. Wellington* before starting work on the *U.S.S. Enterprise*.



'Invasive Procedures'

Verad, an unjoined Trill determined to acquire the Dax symbiont, uses hired mercenaries to seize control of *Deep Space Nine* during a violent plasma storm. The symbiont is forcibly removed from Jadzia, who faces death within hours unless she can be rejoined.

STATION LOG

STARDATE: 47182.1

"DEEP SPACE NINE has been temporarily evacuated due to a violent plasma disruption. Until the disturbance ends, we'll be forced to maintain the station with a skeleton crew."

When a violent plasma storm rocks *Deep Space Nine*, Commander Benjamin Sisko is forced to evacuate most of the station's personnel. Two Klingon mercenaries, Yeto and T'Kar, employ a ruse to take control of the station for their Trill employer, Verad, and his lover from the planet Khefka IV, Mareel.

In Ops, Verad apologetically explains the reason for his assault on the station: he has come to be joined with the Dax symbiont, and wants Dr. Bashir to extract it from Jadzia. Julian points out that without their symbionts hosts die within hours, but Jadzia bravely persuades the doctor to comply with Verad's demands in order to ensure the safety of her colleagues.

Deserved fate

Verad has devoted his life to becoming a host, yet the **Symbiosis Evaluation Board** declared him "unsuitable" for joining. He nevertheless insists on the symbiont transfer. Once the process is complete, he begins to take on the memories of the previous Dax hosts. His newfound confidence borders on arrogance, and makes Mareel feel uneasy.

It is revealed that Quark helped Verad and his accomplices bypass the station's security protocols, as he believed they wanted to buy his **liquid data chains**. The Ferengi redeems himself by feigning an ear injury; his high-pitched wailing in the Infirmary allows Julian to render the distracted Yeto unconscious.

As the plasma storm begins to abate, Verad instructs Mareel to meet him at a prearranged rendezvous point, but Sisko convinces her that the man she loves will be better off without the symbiont. Mareel hands the commander her stolen **phaser** and **combadge**.

Sisko pursues Verad to his vessel and stuns him. The Trill wakes up in the Infirmary to find that Bashir has kept Jadzia alive long enough for her to be reunited with the symbiont that is rightfully hers.

STARSHIP FACTS

The failed joining will leave Verad with permanent mental damage, but Mareel vows to care for him for the rest of his life.

ON SCREEN...



1 In Ops, Major Kira picks up a hail from the EKINA, a cargo vessel apparently seeking shelter. She uses a tractor beam to pull it into DEEP SPACE NINE.



2 Odo and Chief O'Brien prepare to meet the new arrivals, only to be held at gunpoint by Yeto and T'Kar, Klingon mercenaries who emerge from the smoke-shrouded ship.



3 The Klingons force Odo into a containment box and then descend on the Infirmary, where Dr. Bashir is told to place the chief of security in a stasis chamber.



4 Verad thinks he deserves the Dax symbiont, and can already envisage a glorious new life for himself in the Gamma Quadrant with Mareel.



5 After Dr. Bashir frees the shapeshifting chief of security from his confinement, Major Kira and Odo join forces to overpower the remaining Klingon, T'Kar.



6 The new Dax's presumption of friendship angers Sisko, who stuns Verad with his phaser. The symbiont is returned to Jadzia, who has been barely kept alive by Julian.





FILE 70 STAR TREK: DEEP SPACE NINE

'Cardassians'

Gul Dukat's political machinations lead to the revelation that Rugal, a young Cardassian raised by Bajorans, is actually the son of an eminent civilian politician. Commander Benjamin Sisko must settle this complex custody case.

'CARDASSIANS'

"I need to find out everything I can about this boy, so that I can use his story in my fight to bring these orphans back to their homeland. This is a tragedy that all of Cardassia is going to have to address."

— Gul Dukat

A young **Cardassian** named **Rugal** boards **Deep Space Nine** with his **Bajoran** foster father, **Proka Migdal**. His presence comes to the attention of **Gul Dukat**, who demands that **Commander Sisko** return Rugal to **Cardassia**. He claims the boy is one of many war orphans left behind after the union withdrew from **Bajor**; they were adopted by Bajoran families and taught to despise their own kind. Sisko agrees to give Dukat a sample of the child's DNA while he ponders Rugal's fate.

The DNA test shows that Rugal is the son of **Kotan Pa'Dar**, the former exarch of a Cardassian settlement on Bajor. Pa'Dar had thought Rugal dead during a terrorist attack eight years previously, but is now on his way to **Deep Space Nine** to reclaim his son. It is further revealed that Pa'Dar is the civilian politician who ordered the Cardassian evacuation from Bajor, depriving Gul Dukat of his prefect's job in the process. Proka Migdal, Pa'Dar, and Dukat all anxiously await Commander Sisko's judgment on who should take custody of Rugal.

Abducted

The Cardassian tailor **Garak** locates **Jomat Luson**, who worked as a volunteer at the **Tozhat Resettlement Center**. She clearly remembers that the orphanage received Rugal from a female Cardassian military officer attached to **Terok Nor** in 2362. It seems Dukat ordered Rugal's abduction in a bid to humiliate Pa'Dar and end his political career. By coincidence, the civilian government will shortly begin an enquiry into the attempted military coup on Bajor — with Gul Dukat as a key witness.

Dr. Bashir presents this theory to a hearing convened by Commander Sisko. Despite a lack of concrete evidence implicating him in the abduction, Dukat cannot risk making Rugal's adoption a matter of public record. Sisko gives Pa'Dar custody of his son, even though the exarch shows little interest in the fate of the other abandoned children.

ON SCREEN...



1 Rugal bites Garak on the hand when the Cardassian tailor attempts to strike up a conversation. This incident comes to the attention of Gul Dukat.



2 When questioned by Sisko, Rugal denies that he has been mistreated by his foster father, Proka. The boy is adamant that he belongs on Bajor.



3 Garak clearly harbors a grudge against Dukat, and reminds Dr. Bashir that the gul personally supervised the Cardassian withdrawal from Bajor.



4 When later pressed on this point by Bashir, Dukat dissembles, insisting that it was the civilian leaders who ordered him to abandon the children.



5 Family is everything to Cardassians; parentless children have no status in their society, and Pa'Dar is shamed by the fact that his son was raised by Bajorans.



6 There is not enough evidence to prove Dukat ordered Rugal's abduction, but after the hearing Sisko returns custody of the boy to his biological father, Pa'Dar.

STARSHIP FACTS



Rugal stays with Miles and Keiko O'Brien during his time on **Deep Space Nine**.

L continued

Ligos VII Alpha Quadrant planet dominated by active volcanoes. In 2369, a group of scientists studying Ligos VII sent a desperate call for help to the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Rascals' [TNG]) **SEE FILES 3, 69**

Liko A humanoid native of **Mintaka III**. He was nearby when a **hologram generator** malfunction revealed the presence of **Federation** scientists observing his planet. (*Starship Log*: 'Who Watches the Watchers?' [TNG]) **SEE FILES 18, 69**



Lillias Nezu foundry employee in the **Delta Quadrant**. In 2373, Lillias's colony was the target of an asteroid shower. She used a nearby **mag-lev carriage** to escape the barrage. (*Starship Log*: 'Rise' [VOY]) **SEE FILES 18, 71**

Lillias's colony came under attack from the Etanian Order.

Lima Sierra system This star system is famous for its apparent disregard of accepted celestial movement. In 2365, **Captain Picard** hoped to piece together his own theory on how the system functioned. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILE 69**

Limara'Son Jem'Hadar warrior. He was the **Fourth** in a squadron, commanded by **Remata'Klan**, that was betrayed by the **Vorta Keevan**. (*Starship Log*: 'Rocks and Shoals' [DS9]) **SEE FILES 16, 70**

Lin, Ensign Peter Conn officer aboard the **U.S.S. Enterprise NCC-1701-D** in 2367. He took **Ensign Rager**'s place on the bridge after the ship was caught in a **Tyken's Rift**. (*Starship Log*: 'Night Terrors' [TNG]) **SEE FILES 25, 69**

Lincoln, Roberta Resident of Earth's New York City in 1968. Lincoln was hired by associates of **Gary Seven** under the pretext of developing a new encyclopedia. Though ditz, Lincoln helped save Earth. (*Starship Log*: 'Assignment: Earth' [TOS]) **SEE FILE 68**



Roberta Lincoln was shocked to discover the truth about her employers.

Lindstrom [1] This human male was the temporary adjudicator during the trial of **James T. Kirk** for killing **Ben Finney** in 2267. (*Starship Log*: 'Court Martial' [TOS]) **SEE FILE 68**



Quark tried to win the heart of his ex-wife, Grilka, by serving her roasted lingta leg, a traditional romantic Klingon dish from her region.

Lindstrom [2] Sociologist and crew member of the **U.S.S. Enterprise NCC-1701**. He was among the landing party to **Landru's** planet, **Beta III**, in 2267. He remained there to help rebuild the culture. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 20, 68**

linear memory crystal This refractive crystalline material within **isolinear optical chips** is the medium for optical data processing. Linear memory crystals were the primary sustenance for the nanites accidentally created by **Wesley Crusher** in 2366. (*Starship Log*: 'Evolution' [TNG]) **SEE FILES 59, 69**

'Linear Models of Viral Propagation' This published paper, written by **Dr. Katherine Pulaski** of the **U.S.S. Enterprise NCC-1701-D**, was well received by **Dr. Sara Kingsley** in particular, who was excited to meet Pulaski because of it. (*Starship Log*: 'Unnatural Selection' [TNG]) **SEE FILES 43, 69**

lingta Ferocious mammal native to the **Klingon** homeworld. On a first date, it is traditional for Klingons living in the **Mekro'vak** area to bring a lingta leg to be roasted. (*Starship Log*: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILES 11, 70**

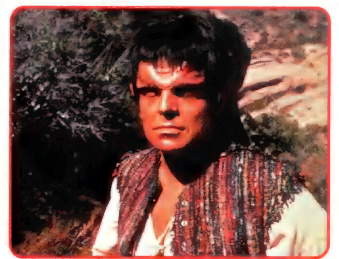
linguacode A spacefaring communications protocol used during **first contact**. The code is in an easy-to-read format that can be used as a starting point for communications between intelligent species. (*Starship Log*: **Star Trek: The Motion Picture**) **SEE FILE 72**

link **SEE Great Link, the**

Linkasa The mother of **Sirella**, wife of **Martok** and Mistress of his House. There is some dispute as to whether Linkasa descended from royalty via **Shenara** or from the concubine **Karana**. (*Starship Log*: 'You Are Cordially Invited' [DS9]) **SEE FILES 11, 48, 70**

Linke, Dr. A human scientist collecting data prior to a nova near **Minara II**. Linke was murdered by the **Vians** during their attempt to test the inner qualities of a **Minaran** empath. (*Starship Log*: 'The Empath' [TOS]) **SEE FILES 18, 68**

Ligos VII
Liko
Lillias
Lima Sierra system
Limara'Son
Lin, Ensign Peter
Lincoln, Roberta
Lindstrom [1]
Lindstrom [2]
linear memory crystal
'Linear Models of Viral Propagation'
lingta
linguacode
link
Linkasa
Linke, Dr.
Linnis
liquid data chains
Liquidator
Liria
Lirpa
Lisa
Lisea
Lissepia
lita
lithium crystals
Lito
Little One
Liva
Livanian beets
Livara
Livingston
Livingston, U.S.S.
lobes
Lobi crystals
Lobo
Locarno, Cadet First
Class Nicholas



Liko saw a Federation observation post appear as if from nowhere.



Sirella had always been told her mother, Linkasa, was descended from royalty, but this may not be the case.



Linnis SEE Paris, Linnis

liquid data chains Method of saving computerized data using a technique first called bubble memory. **Quark** believed he had a client for some liquid data chains in 2370. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILE 70**



Liquidator Title given to a **Ferengi** trade law enforcer. Under the badge of the **Ferengi Commerce Authority**, a liquidator can close a business and confiscate profits if trade laws are broken. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 14, 51, 70**

◀ **Brunt** enjoyed his job as an **FCA Liquidator**, especially when it gave him opportunities to torment **Quark**.

Liria This male **Akritirian** functionary had a peculiar sense of justice. In 2373, he refused to release **Harry Kim** and **Tom Paris** from prison, despite being presented with proof of their innocence. (*Starship Log*: 'The Chute' [VOY]) **SEE FILES 18, 71**

lirpa Fierce **Vulcan** personal combat weapon. A long bar terminates at one end with a heavy, blunt object, while the other end has a nasty, arcing blade. (*Starship Log*: 'Amok Time' [TOS]) **SEE FILES 8, 60, 68**

Lisa A female child in **Gaia**, a colony of alternate timeline progeny of the **U.S.S. Defiant** crew. Lisa, a descendant of **Jadzia Dax**, displayed **Trill** spots. (*Starship Log*: 'Children of Time' [DS9]) **SEE FILES 18, 70**

Lisea A deceased lover of the **mirror universe** **Bareil Antos**. Bareil told **Kira** that Lisea was working in an **Ilvian** pleasure center when he stole her money sack and she stole his heart. (*Starship Log*: 'Resurrection' [DS9]) **SEE FILES 47, 70**

Lissepia Home planet to a civilization composed primarily of traders and merchants; its allegiance to the **Federation** is uncertain. The **Ferengi** and **Cardassians** often barter with **Lissepians** over varied items such as **yamok sauce**, holographic waiters, and **self-sealing stem bolts**. Lissepia is home to a popular state lottery, at which **Morn** supposedly won a thousand bricks of **gold-pressed latinum** – the very same amount stolen from the **Central Bank** during the celebrated **Lissepian Mother's Day Heist**. (*Starship Log*: 'Indiscretion' [DS9]) **SEE FILES 58, 70**

lita A **Bajoran** unit of currency. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILE 10, 70**

lithium crystals This mineral was required to fuel the early generations of **warp drive** engines, prior to the discovery of **dilithium**. Lithium crystals were laboriously processed at **lithium cracking stations** such as the one on **Delta Vega**. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 4, 63, 68**

Lito This **Meridianite** challenged **Benjamin Sisko** to a game of **vajhaq** in 2371. (*Starship Log*: 'Meridian' [DS9]) **SEE FILE 70**

Little One **Lwaxana Troi's** pet name for her daughter, **Deanna**. It is primarily reserved for mental communication between the women. (*Starship Log*: 'Menage a Troi' [TNG]) **SEE FILES 43, 58, 69**

Liva In 2369, Livia served **Ambassador Ves Alkar** during the peace negotiations on planet **Rekag-Seronia**, and almost became the latest victim of Alkar's negative emotions. (*Starship Log*: 'Man of the People' [TNG]) **SEE FILES 58, 69**

Livanian beets Enlarged vegetal root. At one point, **Quark** believed his inheritance from **Morn's** estate was nothing more than several cargo containers of these malodorous plants. (*Starship Log*: 'Who Mourns for Morn?' [DS9]) **SEE FILES 58, 70**

Livara Ostensibly a **Talavian** freighter captain and smuggler, Livara was actually a **Romulan** spy. He tried to sell **Quark** some **maraji** crystals in 2367, when **Deep Space Nine** was still **Terok Nor**. (*Starship Log*: 'Things Past' [DS9]) **SEE FILE 70**



Livingston The name **Captain Picard** gave to his pet Australian lionfish. **Captain Jellico** ordered Livingston removed when he temporarily commanded the **U.S.S. Enterprise NCC-1701-D** in 2369. (*Starship Log*: 'Chain of Command', Part I [TNG]) **SEE FILES 25, 69**

◀ **Picard** kept **Livingston**, his pet fish, in an aquarium in his ready room – a practice of which **Captain Jellico** did not approve.

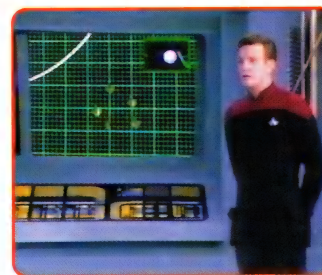
Livingston, U.S.S. **Excelsior**-class starship, registry number **NCC-34099**. **Curzon Dax** was once assigned to this ship, as was the young **Ensign Benjamin Sisko**. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILES 31, 43, 70**

lobes SEE Ferengi lobes

Lobi crystal A stone often favored by makers of reasonably-priced jewelry. A selection of Lobi crystal trinkets were available on the **Vilna** colony. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILE 71**

Lobo This suspect was held in custody on **Terok Nor** with **Timor**, **Ishan**, and **Jillur** during the **Cardassian** occupation. Lobo was subsequently transferred to **Bajor** for interrogation. (*Starship Log*: 'Things Past' [DS9]) **SEE FILE 70**

Locarno, Cadet First Class Nicholas This brilliant but amoral **Starfleet Academy** cadet headed the elite **Nova Squadron** in 2368. Locarno was expelled after his antics lead to the death of **Cadet Joshua Albert**. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 19, 43, 69**



◀ **Nick Locarno's** daredevil antics led to the death of his friend **Joshua Albert** and expulsion from **Starfleet Academy**.

L continued

locator bomb

An explosive device equipped with a **sodium argine** warhead, this **Ferengi** weapon zeroes in on the victim's personal pheromones. **Quark** was the target of such a device in 2369. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILES 51, 60, 70**

Locklin, Ensign

A member of the **U.S.S. Enterprise NCC-1701-D** crew in 2367. She was assigned to the transporter detail. (*Starship Log*: 'Clues' [TNG]) **SEE FILES 25, 69**



Locutus of Borg

Jean-Luc Picard's designation after being assimilated by the **Borg** in 2366. Locutus was to help assimilate the **Federation**. Picard was rescued and returned to normal, but the memories linger. (*Starship Log*: 'The Best of Both Worlds', Parts I and II [TNG]) **SEE FILES 43, 52, 69**

Locutus of Borg was created to facilitate the assimilation of the Federation.

Loews, Dr. Karen

This **Starfleet** psychiatrist was in charge of treatment for genetically enhanced mutants **Jack**, **Patrick**, **Lauren**, and **Sarina**. As their legal guardian, Loews supervised their temporary transfer to **Dr. Bashir's** care in 2374. (*Starship Log*: 'Statistical Probabilities' [DS9]) **SEE FILES 58, 70**

log

The official diary of events maintained by **Starfleet** command officers, physicians, and other key duty personnel. Log entries range from business to personal observations. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 68, 69, 70, 71**

Logan, Chief Engineer

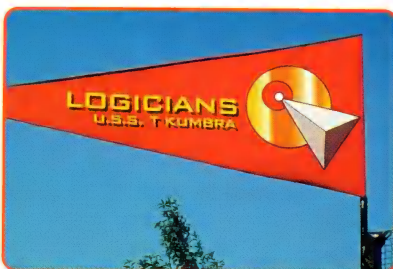
Second chief engineer of the **U.S.S. Enterprise NCC-1701-D**. He was succeeded by **Geordi La Forge** in 2365. (*Starship Log*: 'The Arsenal of Freedom' [TNG]) **SEE FILES 25, 69**

Logicians

Vulcan baseball team managed by **Captain Solok** of the **T'Kumbra**. They defeated **Captain Sisko's Niners** team in a **holosuite** game at **Deep Space Nine** in 2375. (*Starship Log*: 'Take Me

Out to the Holosuite' [DS9]) **SEE FILE 70**

The team banner of the **Vulcan Logicians** baseball team displayed their race's **IDIC** symbol.



Lojal was one of a group of several diplomats who visited **DEEP SPACE NINE** in 2369. Other officials in his party included **Betazoid** ambassador **Lwaxana Troi** and the **Bolian** **Vadosia**.

Lojal

A respected **Vulcan** diplomat. He was deeply fascinated by the **Bajoran** **wormhole**, and journeyed to **Deep Space Nine** to study it in 2369. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILE 70**

Lokai

A humanoid member of an oppressed race on the planet **Cheron**. In 2268, he was arrested by **Captain Kirk** for stealing a shuttlecraft to escape his long-time enemy **Bele**. (*Starship Log*: 'Let That Be Your Last Battlefield' [TOS]) **SEE FILES 58, 68**

lokar beans

This snack food is served free to customers at **Quark's bar**, primarily because the beans parch the throat and encourage patrons to purchase beverages. (*Starship Log*: 'Move Along Home' [DS9]) **SEE FILES 27, 70**

Lola Chrystal

Holographic torch singer, and a dead ringer for **Kira Nerys**. She was programmed by **Vic Fontaine** to find **Odo** irresistible, as part of Vic's lesson to the Changeling in how to win Kira's love. (*Starship Log*: 'His Way' [DS9]) **SEE FILES 43, 56, 70**

Lonar Province

Neighboring province to **Dahkur**. (*Starship Log*: 'Shakaar' [DS9]) **SEE FILES 10, 70**

London Kings

Baseball great **Buck Bokai** played for this team in 2015. A paltry 300 fans witnessed the Kings' 2042 World Series victory, heralding the end of professional baseball. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILES 7, 44, 70**

'Long Dark Tunnel, The'

The title of a **Dixon Hill** detective novel set in 1936 San Francisco on the planet Earth. **Picard** enjoyed a **holodeck** program based on this and other Dixon Hill stories. (*Starship Log*: 'The Big Goodbye' [TNG]) **SEE FILES 43, 56, 69**

Longterm Medical Hologram

Also known as the **LMH**. This second version of the holographic doctor was developed by **Dr. Lewis Zimmerman** to replace the earlier **EMH**. It was intended to permanently replace living doctors in remote or dangerous stations where maintaining an on-staff physician was not practical. (*Starship Log*: 'Doctor Bashir, I Presume' [DS9]; 'Message in a Bottle' [VOY]) **SEE FILES 56, 70, 71**

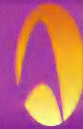
locator bomb
Locklin, Ensign
Locutus of Borg
Loews, Dr. Karen
log
Logan, Chief Engineer
Logicians
Lojal
Lokai
lokar beans
Lola Chrystal
Lonar Province
London Kings
'Long Dark Tunnel, The'
Longterm Medical Hologram
Lonka Pulsar
Lonzak
Lonzo
Loomis, Captain
Lopez, Captain
Lopez, Ensign
Loquel
Loran, Jai
Lore
Loren III
Lorenze Cluster
Lorenzo, Al
Lorgh
Lorin, Security Minister
Lorit, Akrem
Lorkin
Lornak



Lokai was victim of racial hatred on the planet **Cheron**. His 'crime' was to have a different skin color on his face to the self-dubbed 'master race.'



The Longterm Medical Hologram was an improvement on the original, but curiously endowed with a similar grating personality.



Lonka Pulsar

A neutron star equal to 4.356 solar masses; it was visited by the **U.S.S. Enterprise NCC-1701-D** in 2366. Under the command of an ersatz **Picard**, the ship came dangerously close to this phenomena. (*Starship Log: 'Allegiance'* [TNG]) **SEE FILES 5, 69**

Lonzak

Stout and sonorous henchman to the evil **Dr. Chaotica** in **Tom Paris's Captain Proton holodeck** program. (*Starship Log: 'Bride of Chaotica!'* [VOY]) **SEE FILES 29, 71**



Lonzak was one of the many bizarre characters likely to be encountered by holodeck adventurers running the Captain Proton space serial program.

Lonzo

This **Alpha Quadrant** gambler made a living on the tongo circuit. A stop at **Deep Space Nine** in 2371 resulted in a negative cash flow during a game with **Odo**, thanks to **Curzon Dax**. (*Starship Log: 'Facets'* [DS9]) **SEE FILE 70**

Loomis, Captain

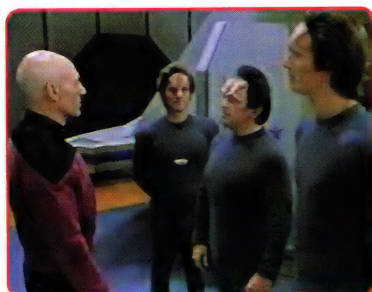
Highest-ranking officer of the **Starfleet** contingent besieged at **AR-558** by **Dominion** forces in 2375. When Loomis was killed in battle, command was assumed first by **Parker**, and then **Nadia Larkin**. (*Starship Log: 'The Siege of AR-558'* [DS9]) **SEE FILES 19, 70**

Lopez, Captain

According to **Valerie Archer**, this officer was one of many captains who owe their success to the advice of **Boothby**, the **Starfleet Headquarters** gardener. (*Starship Log: 'In The Flesh'* [VOY]) **SEE FILES 18, 58, 71**

Lopez, Ensign

A young security officer aboard the **U.S.S. Enterprise NCC-1701-D** in 2369. Lopez failed to prepare a duty roster to the specifications of his superior officer, **Worf**. (*Starship Log: 'Birthright', Part I* [TNG]) **SEE FILES 25, 69**



Loquel

A male **Iyaaran** diplomat who, along with colleagues **Voval** and **Byleth**, interacted with the **U.S.S. Enterprise NCC-1701-D** crew during a **first contact** mission. He was secretly studying the concept of pleasure. (*Starship Log: 'Liaisons'* [TNG]) **SEE FILES 18, 69**

Loquel and his colleagues hoped to learn about emotions their race did not experience, such as pleasure and love.

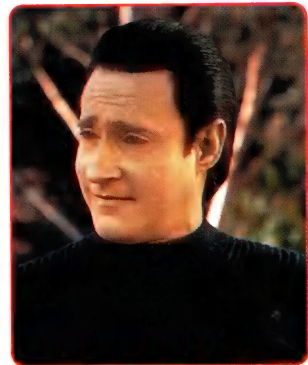
Loran, Jal

Leader of the **Kazon-Hobii** sect in 2372. He was brought to the peace table by **Captain Janeway**, but the meeting was a **Trabe** trap and Loran was killed. (*Starship Log: 'Maneuvers'* [VOY]) **SEE FILES 18, 71**

Lore

Data's android 'twin' brother. Lore's mannerisms were more human, but his evil actions led to bloodshed. His alliances with the **Crystalline Entity** and the **Borg** led to his permanent deactivation. (*Starship Log: 'Datalore'* [TNG]) **SEE FILES 15, 43, 55, 69**

Lore was programmed to have emotions, but these made him unstable and unscrupulous. He believed he was better than humans, and became involved in several nefarious schemes to win power.



Loren III

One of the planets on which **Richard Galen** discovered related DNA sequences left as 'puzzle pieces' by humanity's primal ancestors. (*Starship Log: 'The Chase'* [TNG]) **SEE FILES 6, 44, 69**

Lorenze Cluster

An astronomical grouping of celestial and terrestrial bodies. The planet **Minos** was located here, and was home to the archaic automated weapons system that destroyed the **Starfleet** vessel **U.S.S. Drake** in 2364. (*Starship Log: 'The Arsenal of Freedom'* [TNG]) **SEE FILES 3, 69**

Lorenzo, Al

Chief of operations at the **Federation** outpost on **Decos Prime**. In 2375, **Nog** loaned **Captain Sisko's** desk to Lorenzo as part of an elaborate barter scheme to procure **gravimetric stabilizers** for the **U.S.S. Defiant**. (*Starship Log: 'Treachery, Faith, and the Great River'* [DS9]) **SEE FILE 70**

Lorgh

Klingon warrior and close friend of **Mogh**. He raised Lorgh's son, **Worf's** brother **Kurn**, as his own following their parents' death at **Khitomer** in 2346. (*Starship Log: 'Sins of the Father'* [TNG]) **SEE FILES 11, 48, 69**

Lorin, Security Minister

Prytt government agent from **Kesprytt III**. Lorin masterminded the abduction of **Dr. Crusher** and **Captain Picard** from the **U.S.S. Enterprise NCC-1701-D** in 2370. (*Starship Log: 'Attached'* [TNG]) **SEE FILES 18, 69**

Lorit Akrem

Good friend of **Kira Nerys**, and a fellow member of the **Shakaar resistance cell**. He was captured by the **Cardassians** in 2366, and later died in a **Breen** mine collapse. (*Starship Log: 'Indiscretion'* [DS9]) **SEE FILES 10, 47, 70**

Lorkin

Employee at the **Tigan** family's mining compound. On **Yanas's** instructions, **Janel** fired Lorkin for an equipment failure. Janel knew the cause was not Lorkin's maintenance work, but **Orion Syndicate** vandalism. (*Starship Log: 'Prodigal Daughter'* [DS9]) **SEE FILES 43, 70**

Lornak

One of the combative clans on **Acamar III**. After the Lornak slaughtered most of her fellow **Tralestas**, **Yuka** avenged their deaths by methodically murdering the surviving Lornak. (*Starship Log: 'The Vengeance Factor'* [TNG]) **SEE FILES 18, 69**

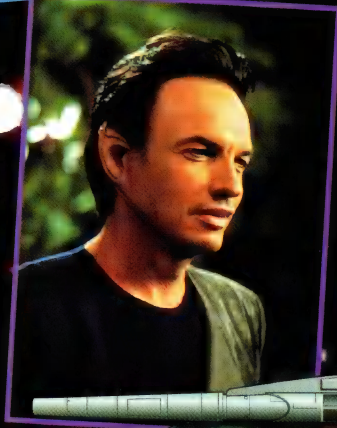


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The belief system of a first officer



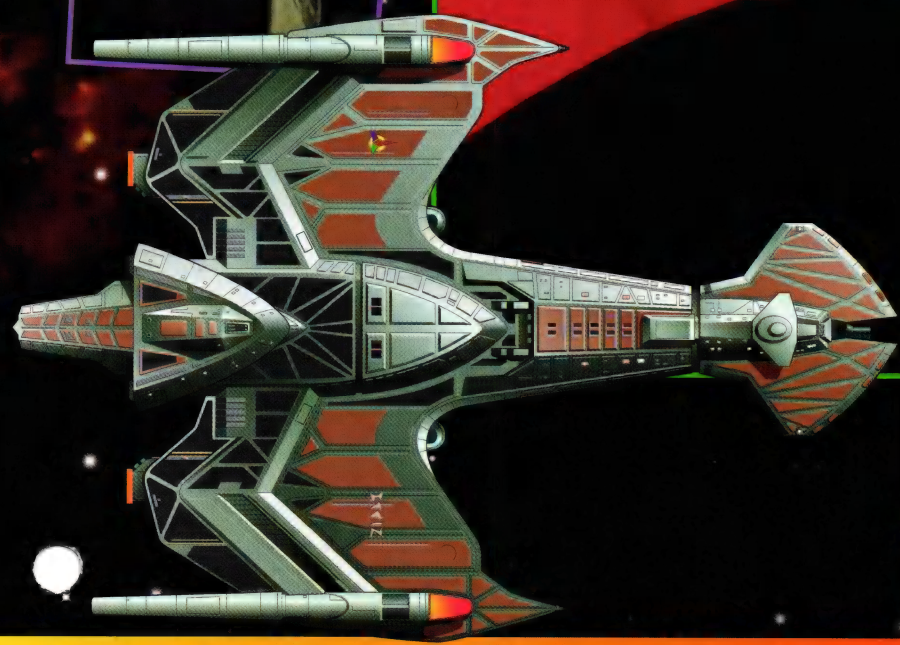
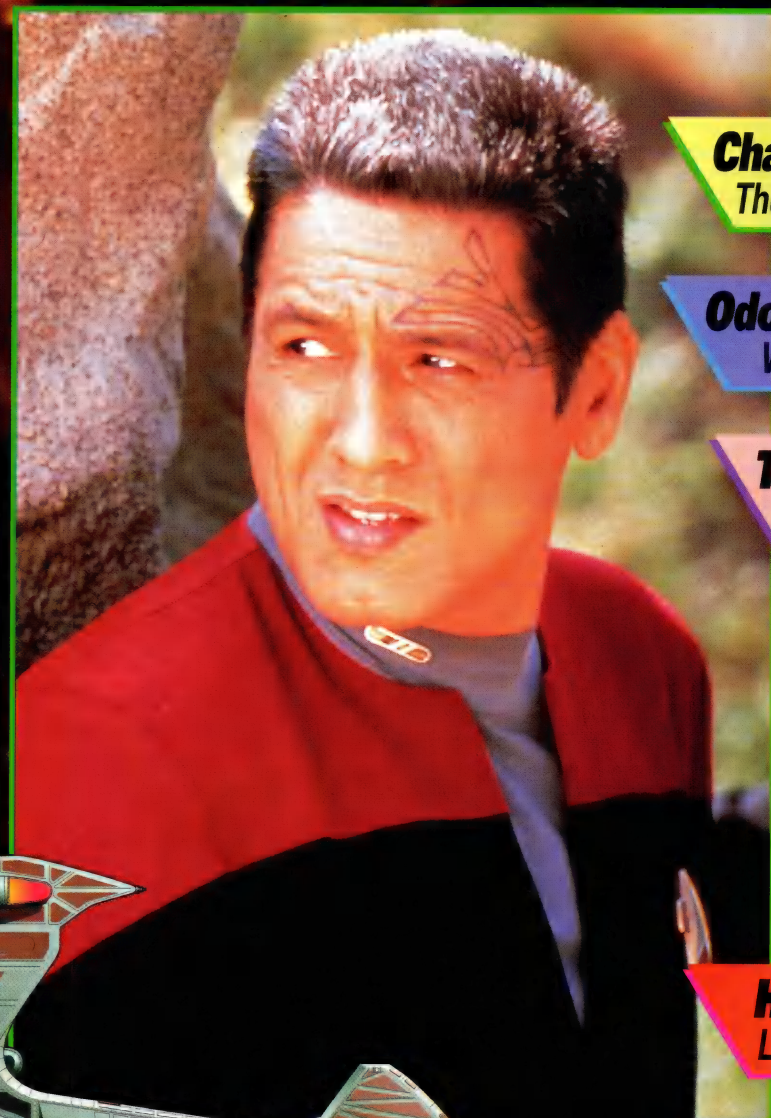
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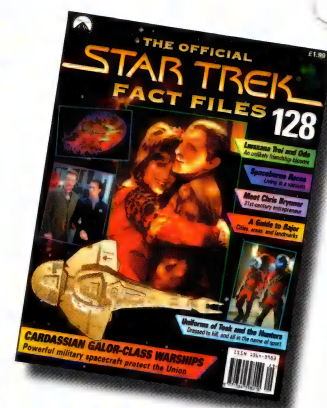
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The Guide to the STAR TREK Galaxy

FILE 4 CARD 1

STAR SYSTEMS

Many worlds known to the **Federation** are first encountered because of the civilizations that have evolved on them, but an interesting indigenous life form is not the only reason to study a planet.

Many people would mark the most important event in human history as the day when the people of Earth made **first contact** with the **Vulcans**, but it is important to remember that for a century prior to this momentous occasion, the human race already had a space program. Manned ships may not have traveled out of Earth's solar system, but their crews, and the scientists on Earth who analyzed their findings, knew that there was as much knowledge to be gained from the barren surface of an uninhabited planet as from the people who live on a more welcoming biosphere. By the 24th century, the

United Federation of Planets has contacted hundreds of races, and humans have set foot on thousands of worlds, yet for every planet that teems with life there is another that is characterized by equally remarkable inorganic features.

Strange new worlds

Such worlds may be of scientific interest, or yield important minerals for mining; they may be the remote outposts of long-dead races, or the hiding place of a single asylum seeker or fugitive. They may offer unspoiled beauty, or deadly danger, or a new form of life unlike anything previously encountered, but one thing is certain: these

▶ **Earth makes first contact with extraterrestrial life in 2063 when a passing Vulcan ship lands in Montana, on the planet's North American continent.**



▶ **The planet Minos is no longer inhabited, but it is still protected by a sophisticated weapons system.**

▶ **This well-defended planetary outpost, artificially created by the Kalandans, is one of many worlds that actively repel uninvited visitors.**



planets will be explored, charted, and logged into the Federation's vast database as thoroughly as any other.

Many planets, particularly those that do not have indigenous life forms, are home to remote Federation



NON-NATIVE INHABITANTS

Displaced

Not every world in the Galaxy is populated by a race that evolved there. For example, on a Class-L planet in the Delta Quadrant, humans abducted from Earth in 1937 were enslaved by the humanoid civilization known as the Briori. These prisoners eventually overthrew their oppressors and established a colony on the former Briori world. The Delta Quadrant also contains 'Planet Hell,' a world visited by members of the **U.S.S. VOYAGER NCC-74656** crew; a reptilian race leave their young there to hatch, nourished by the unusual trigemic vapors found in the atmosphere.

In the Alpha Quadrant, the planet Pollux V is inhabited by a being who claims to be Apollo, once worshiped as a god by Earth's ancient Greeks, while another world is home to a race who have based their society on the same culture.



▶ **Tom Paris and Neelix, members of the U.S.S. VOYAGER crew, nickname an uninviting world in the Delta Quadrant 'Planet Hell' after they crashland on its inhospitable surface.**



▶ **The godlike being Apollo has erected an ancient Greek temple on the Alpha Quadrant world of Pollux V.**

▶ **The desolate planet Vagra II is home to the evil entity known as Armus, who kills U.S.S. ENTERPRISE NCC-1701-D security chief Tasha Yar in 2364.**



The Guide to the STAR TREK Galaxy

FILE 4 CARD 1

STAR SYSTEMS

▼ The barely-habitable Class-M world **Nimbus III** is dubbed the 'Planet of Galactic Peace' when Federation, Klingon, and Romulan forces establish a joint colony there.



▲ The pleasure planet **Risa** is visited by diverse races, all looking for some fun in the sun.

technology left on a planet's surface as it is to warn spacefarers of a hostile race. **Minos** and the **Kalandan Outpost** are among the many worlds where automatic defense mechanisms remain long after the people who built them have died, posing a threat to innocent passersby.

Exiles and fugitives

Some worlds, such as **Vagra II**, harbor creatures exiled there for the protection of others; yet more planets, often in inhospitable locations, are used by individuals wanting, for whatever reason, to hide themselves away. Such planets include **Alpha Onias III**, on which a terrified mother protects her son from their enemies, and an

asteroid in the **Chamra Vortex**, on which the fugitive **Croden** deposits his daughter in a state of suspended animation.

Other planets have become famous through the settlements that have been established on their surfaces by people of other worlds. Perhaps the most remarkable of these is the inappropriately-named 'Planet of Galactic Peace,'

Nimbus III. Here, amid arid deserts and sparse vegetation, the United Federation of Planets, the **Klingon Empire**, and the **Romulan Star Empire** attempt their first – and to date only – joint colony,

Pleasure world

Far more successful has been the development of **Risa** into a multicultural pleasure planet, a paradise world on which the perfect weather is maintained by an artificial weather grid, drawing visitors from all across the **Alpha** and **Beta** quadrants.

In some cases, it is not a single planet that has piqued the interest of Federation scientists, but an entire area of space. Vast regions such as the

GALAXY FACTS

▶ All planets in the Galaxy, regardless of whether they are inhabited or not, are recorded by the Astrometrics department of a starship.

▶ If the Federation wishes to terraform or colonize a planet, personnel must first ensure that any indigenous population will not be harmed by the proposed changes. The Prime Directive is designed to prevent Starfleet officers from interfering with other races.

forementioned Chamra Vortex, with its swirling clouds of **toh-maire** gases, and the uncharted territory of the **Delta Quadrant's Nekrit Expanse**, offer tantalizing opportunities for study, as do entire new galaxies such as **Galaxy M33**. The **U.S.S. Enterprise NCC-1701-D** is accidentally thrown here when a warp drive experiment goes wrong in 2364.

All offer a wealth of new and exciting scientific data for the expert Federation geologists, astronomers, terraformers, and surveyors, and the Starfleet officers who dedicate their lives to studying these exciting new vistas.

▶ **Alpha Onias III** is an inhospitable world ideal for hiding a young alien boy from his race's enemies.

discovery of tiny crystalline life forms of a kind never before encountered gives scientists a new reason to study the planet.

Other worlds are equally notable for their unusual life forms; one such is **Yadera II**, on which the apparently organic humanoid population are in fact the projections of an incredibly sophisticated holographic generator.

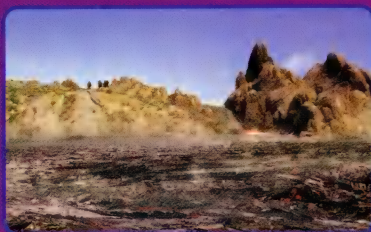
Many worlds hold hidden traps, and it is as important for **Starfleet** to record dangerous

science stations or terraforming facilities. The beautiful rock canyons of **Bersallis III**, a world periodically swept by plasma storms reaching up to 300 degrees centigrade, have attracted more than 600 scientists to the planet's lonely research station, while a terraforming team on **Velara III** works to turn that desolate rock into a hospitable **Class-M** planet. In 2364, the

HOME FROM HOME

Abandoned on Hanon IV

The crew of the **U.S.S. Voyager NCC-74656** do all they can to turn their enforced sojourn in the Delta Quadrant into a chance to study and record an area of space previously uncharted by the Federation. One planet they have more opportunity to study than most is **Hanon IV**, as everyone except **Tom Paris**, **Lon Suder**, and the **EMH** are abandoned there when their ship is hijacked by members of the **Kazon-Nistrim** sect. Primitive humanoids, predatory creatures, and simple grubs all call this planet home, but despite its impressive geology, flora, and fauna, the **Voyager** crew are very glad to see the last of it and win back control of their ship.



▶ **Hanon IV** is at a Pliocene stage of evolution, and subject to severe volcanic eruptions. The planet is also home to a cave-dwelling, serpentine carnivore that devours one member of the **U.S.S. VOYAGER** crew.



OTHER CARDS IN THIS FILE...

- 3 Hanon IV
- 8 The Briori homeworld
- 9 Planet Hell
- 12 The Kalandan Outpost
- 16 Bersallis III

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- CHARTING THE GALAXY.....File 3
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- A GUIDE TO FEDERATION STARFLEET.....File 19
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▶ Painfully aware that they may never see their ship again, the **VOYAGER** crew seriously consider settling on **Hanon IV**.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 18A



STAR SYSTEMS

THE HORGA'HN & JAMAHARON

Risa has perfect weather and beautiful landscapes, but most visitors are attracted to the world by its open sexuality and the willingness of the natives to share the sexual rite of jamaharon.

The pleasure planet **Risa** has a pleasant natural environment, but it is more likely the lure of relaxed and open sexuality that entices the majority of its millions of annual visitors from across the **Alpha** and **Beta** quadrants.

The **Horga'hn**, a small statuette resembling a crude wooden carving, symbolizes Risa's sexual pleasures, and is said to endow the owner with erotic powers. To openly display a Horga'hn announces a desire for

jamaharon, which is a mysterious and extremely pleasurable **Risean** sexual rite. Jamaharon is an incredible erotic experience, but it can be dangerous for the infirm; the elderly **Curzon Dax** died on Risa in 2367 while engaging in jamaharon with his lover, **Arandis**.

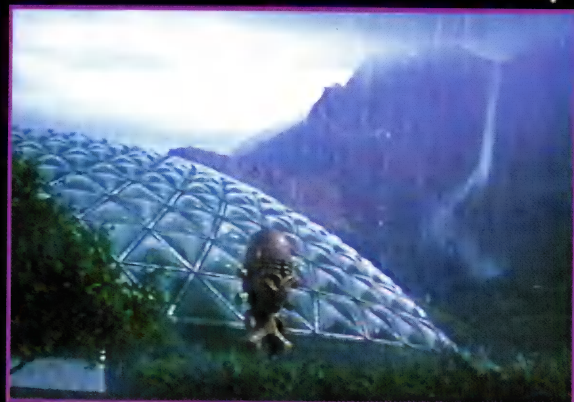
Thrill seekers

Dax was not the first victim of pleasure, but this is unlikely to deter those bent on seeking the ultimate thrill. On a visit to Risa in 2373, **Deep Space Nine's Ferengi** barkeep,

The Horga'hn comes in many sizes, from large outdoor sculptures to smaller handheld versions that can be carried around by those in search of pleasures of the flesh.

Quark, proudly displays his Horga'hn as he strolls through the resort's lovely gardens.

To obtain one of these legendary statuettes is to possess a prized souvenir, even without a trip to Risa. In a cheeky attempt to set up his captain for a 'good time,' **Commander William Riker** of the **U.S.S. Enterprise NCC-**



1701-D requests that **Jean-Luc Picard** bring him back a Horga'hn during a holiday to Risa. **Riker** proudly exhibits the statuette in his quarters on the **Enterprise**.

Other pleasures

A popular Risean export is their perfume. Visitors can recall the bliss of their holiday by experiencing

the exotic aroma of the perfume, blended from the sweet flowers that proliferate in the Risean jungles. This fragrance makes a splendid gift; **Jadzia Dax** gives a bottle to **Dr. Lenara Kahn**.

The native Riseans like to proclaim, "All that we have is yours," and they are happy to prove that this is a genuine claim.

LOVING EXPERIENCE

Two-way pleasure

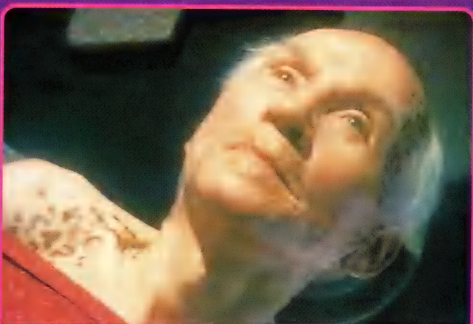
The open sexuality of Risean society could lead some to consider the planet a huge brothel, but none of the seediness often associated with the pleasure trade is in evidence on this paradise world. The men and women who spend their time helping the visitors to experience jamaharon clearly love their jobs, and enjoy the experience as much as the tourists. Riseans are more than willing to initiate a sensual massage, or help their guests relax in a soothing reyamilk soak. The planet brings a whole new meaning to the term 'holiday romance,' and most visitors cannot wait to come again.

Curzon Dax had a reputation as a ladies' man throughout his life, and this was cemented by the way he died: during a vigorous bout of jamaharon with the beautiful Risean **Arandis**. Years later, on a return visit to Risa, **Jadzia Dax** reassures **Arandis** that the old man died happy.



Risean men as well as women engage in the jamaharon trade, as Leeta is delighted to discover during her holiday in 2373.

Curzon's unfortunate demise does not stop Arandis from extolling the joys of jamaharon, and she retains the friendship of the next Dax symbiont host, Jadzia.





The Guide to the STAR TREK Galaxy

FILE 4 CARD 18A

THE HORGA'HN & JAMAHARON



GALAXY FACTS

▶ Kal Dano, the 27th-century inventor of the Tox Uthar, traveled back in time and hid this deadly weapon on Risa in an attempt to prevent it falling into the wrong hands. Vash finds the device in 2366 and conceals it inside a Horga'hn statuette.

▶ Some of the Risean masseurs use small electronic aids that skim the surface of the skin and create a feeling of intense pleasure.

The top section of the Horga'hn statuette is hollow, allowing objects to be concealed inside.



The statuette is modeled in the shape of a stylized humanoid; this is similar to some African sculptures from Earth.

A wide orifice is a feature common to the fertility artifacts of many cultures.



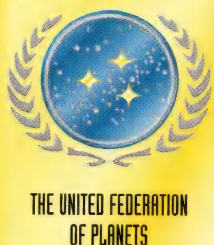
▶ A Horga'hn statuette is a popular souvenir of one's Risean holiday; it embodies everything that makes the pleasure planet such a popular resort.



▶ Quark takes to carrying a Horga'hn around to ensure everyone is aware of his willingness to participate in jamaharon.



▶ Vash uses a hollow Horga'hn statuette to conceal the Tox Uthar from Ferengi treasure hunters, and Vorgons from the future who want the device as a weapon.



The Guide to the STAR TREK Galaxy

FILE 7 CARD 8A



NEW ZEALAND IN THE 24th CENTURY

The New Zealand of the 24th century is a country of contradictions. It is home to the Federation's largest Earth-based correctional facility, and also the location of a famous writing school.

By the 24th century, the inhabitants of Earth have found peace after a long and turbulent history, and the homeworld of the human race is a virtual paradise. The seat of power of the President of the United Federation of Planets and the headquarters of Starfleet Command are located in Paris and San Francisco respectively, but the Federation has constructed

other major facilities across the planet. Many of these are far less glamorous, but equally necessary to ensure the security and wellbeing of Federation citizens.

Important facilities

The tranquil and unspoiled islands that comprise 24th-century New Zealand are home to two well known establishments. These offer varying prospects: a bright future as a professional writer at the **Pennington School**, or time to reflect

on past mistakes as inmates serve out a prison sentence at the **Federation Penal Settlement**.

Situated on the coast of New Zealand, the settlement is one of the few remaining prisons used by the Federation. The instance of crime is much reduced in the 24th century due to a general sociological move away from the accumulation of wealth and personal gain, but there are still occasions when a Starfleet officer or



The natural beauty of the New Zealand coastline remains largely unspoiled in the 24th century. Golden beaches slope gently down to the clear blue sea, while the green meadows and lush forests further inland are home to a variety of wildlife.

private citizen must answer for their actions.

The lush setting of New Zealand may not be the most obvious locale for a prison, but in keeping with the general ethos of the Federation, the methods used to 'punish' the inmates in this minimum security facility bear little resemblance to the brutal prisons of many contemporary cultures, such as the **Klingon** penal colony on **Rura Penthe**, or the various **Dominion** internment camps in the **Gamma Quadrant**. The premise of the penal colony is closely related to late 20th-century 'open' prisons.

The penal settlement's environment is a heavily wooded area that borders on a nearby sandstone rock formation. The high clouds that often cover the two main islands that make up New Zealand bring with them heavy rain; this is evident from the very fertile land within the compound, and from an aerial view of the location.

The geography of the land may possibly be used as a natural barrier, as there is no evidence of the external walls, forcefields,

or fencing often associated with penal colonies. There are no security officers in evidence, leaving the convicts to go about their assigned duties with minimal supervision. Their movements are instead monitored by securely fastened ankle bracelets. An attempted escape would very quickly be discovered.

Chance to make amends

A further indication of 24th-century attitudes to rehabilitation is shown in the work carried out by the prisoners. Structural building schemes have taken the place of manual labor, and the inmates are entrusted with energy tools to complete their jobs as part of a small team.

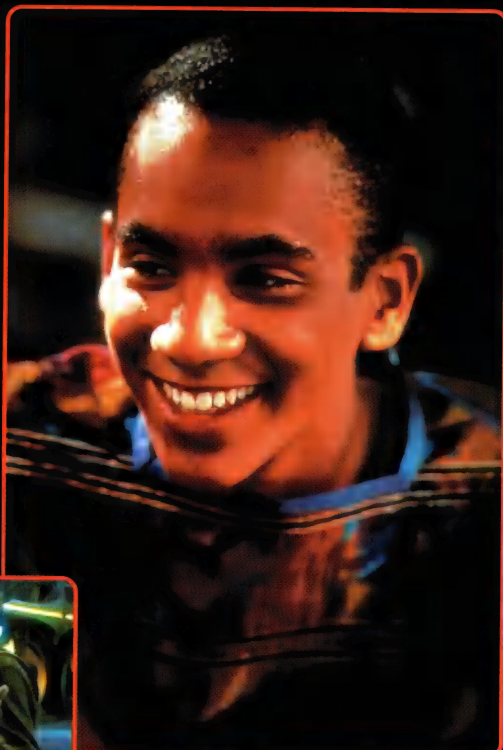
The progress of prisoners such as **Tom Paris**, who is incarcerated for his involvement with the **Maquis** rebels, is closely monitored by the **Rehabilitation Commission**. This body effectively manages and maintains the facility; their recommendations can make a great deal of difference to the length of sentence an inmate serves. Regular reviews are carried

WRITERS' RETREAT

Different path

The Pennington School is renowned throughout the Federation as a training ground for the Galaxy's promising young writers, but the scholarships it offers are not to everyone's taste. Keiko O'Brien immediately thinks of this prestigious institute when looking to further the education of her talented young pupil Jake Sisko, but at just 16 Jake does not feel ready to leave his father and home for a life of study on the other side of the Alpha Quadrant. Later, when Jake is ready to advance his own career, he chooses to submit his work to the Federation News Service, gaining vocational experience rather than academic training.

Jake Sisko's writing shows such promise that he is accepted to the prestigious Pennington School on the basis of a single short story submitted by his teacher, Keiko O'Brien.



Jake declines the Pennington School's offer in favor of on-the-job training as a war correspondent on DEEP SPACE NINE.



The Guide to the STAR TREK Galaxy

FILE 7

CARD 8A



THE UNITED FEDERATION
OF PLANETS

NEW ZEALAND IN THE 24th CENTURY

THE UNITED FEDERATION
OF PLANETS

Life in the penal colonies of other cultures, such as the Klingons' Rura Penthe, can be extremely harsh. New Zealand is a paradise in comparison.



Richard Bashir is sentenced to two years in the New Zealand penal settlement for breaking the Federation's strict laws on genetic enhancement.

out on each prisoner, and their performance during work duties is a major consideration that can lead to the curtailment of a sentence. External influence, such as that brought to bear by **Captain Kathryn Janeway** in the case of Tom Paris, can also expedite release.

Starfleet uses the New Zealand settlement for its own errant personnel, but it is also used to incarcerate Federation citizens who have broken civil law. One such example is **Richard Bashir**, father of **Deep**

Space Nine's Chief Medical Officer Julian Bashir, who admits taking his son at an early age to **Adigeon Prime**, where he paid for the underachieving child to receive illegal genetic enhancements.

Rehabilitation

In order to allow his son to continue his Starfleet career, Bashir accepts a two-year sentence to atone for his direct violation of one of the most important pieces of Federation legislation. He knows he is being punished, but he

is also aware that the time he will serve will not be as unpleasant as it might have been; with the emphasis on rehabilitation rather than punishment, 24th-century penal settlements are by no means hell on Earth.

New Zealand's penal settlement is well known, but it is not the only facility for which the country is famous. With its beautiful countryside, stretches of golden beaches, and often breathtaking natural beauty, it is hardly surprising that just as many people choose to come to the islands as

are forcibly sent here to atone for their crimes.

Based in the capital city of Wellington, the renowned **Pennington School** is an educational institution well regarded both within and outside of the Federation. The school offers courses for prospective professional writers, and competition for places is high.

Writer in training

Jake Sisko, son of **Deep Space Nine's Captain Benjamin Sisko**, is offered a scholarship to the school in 2371, when he is only 16.

GALAXY FACTS

The Maquis are initially considered criminals by the Federation, but this attitude changes when the Cardassians choose to ally themselves with the Dominion.

It is unlikely that the inmates at the New Zealand penal settlement undergo medical procedures of the kind favored on Elba II, a Federation colony for the criminally insane in the 23rd century.

Jake declines the honor, but is nevertheless given the option of deferring the placement for one year.

Candidates can work on their submissions in any part of Federation space and send their portfolio to the school for evaluation via the extensive **subspace** communications network. In Jake's case, it takes only a single piece of writing to secure an offer.

New Zealand in the 24th century is part of the paradise many Federation citizens enjoy, but at the same time it reflects the polarized aspects of even this highly advanced and enlightened society.

A CHANCE FOR REDEMPTION

New life, new adventures

Tom Paris, a former Starfleet officer, is sent to the New Zealand penal colony in 2371 after he is captured by Federation authorities on his first mission for the rebel Maquis. Captain Kathryn Janeway offers Tom a chance for parole when she asks him to accompany her on the **U.S.S. Voyager NCC-74656's** mission to find a Maquis ship in the Badlands, an area of space Tom knows well. The prison authorities see this as an ideal opportunity for the young man

to redeem himself, and Tom agrees to the request. He is released into Janeway's custody.

Through no fault of his own, Tom's temporary assignment on **Voyager** lasts longer than anyone expected when the ship is marooned in the Delta Quadrant. Years later, when faced with the possibility of returning to Earth much more quickly than anticipated, Tom jokingly wonders what punishment he will face for breaking parole.



Tom Paris has been hardened by his experiences up to 2371, and cares little for other people; his first reaction to Captain Kathryn Janeway's offer is to ask what benefits are in it for him. He seems in no hurry to leave the colony.



The metal band on Tom's ankle keeps tabs on his movements. This gives a degree of autonomy while allowing the prison to operate with few obvious guards.

The building work Tom is engaged in when Janeway arrives is typical of the tasks assigned to the inmates.

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

COMMAND SEATING

Federation starships are fitted with systems of awesome power such as warp engines, phaser banks, and photon torpedoes – but these are subject to the rule of one officer: the ship's captain. His command chair is located at the heart of the main bridge; from here, the captain or duty officer takes responsibility for the supervision of all primary mission functions, and executes orders in compliance with Starfleet directives.

Seating layout

In the 2260's, the captain's position is set apart from the rest of the bridge stations and placed alone on a small, raised platform, underlining the isolation and responsibility that accompany the role. A century later, however, the captain's station on some

classes of vessel, such as the *Galaxy*-class *U.S.S. Enterprise NCC-1701-D*, is no longer isolated. Instead, it now sits between two other command positions that are dedicated to the first officer and the ship's counselor. The executive officer's station is now an area in its own right; previously the second-in-command also held separate responsibilities. For example, Captain Kirk's first officer, Mr. Spock, also held the position of science officer and, as such, usually manned the science station.

The command seats of the *Enterprise* are still separated in some measure from the rest of the bridge by a polished wood console in the shape

▶ **Captain Picard occupies the seat at the center of the U.S.S. ENTERPRISE NCC-1701-D's bridge. Commander Riker, his first officer, sits at his right hand.**



▶ The main bridge on *GALAXY*-class starships of the 2360's provides seating and information displays for three people. The central seat is for the captain, while the other two seats are normally used by the first officer and the ship's counselor. Together, these three officers determine the running of the ship and how to carry out mission directives; the counselor is also able to offer useful cultural insights.



▲ The command seats on the U.S.S. ENTERPRISE NCC-1701-D are well-padded and provide excellent support. The captain's chair directly faces the viewscreen, while the adjacent chairs are set at an angle.



▲ The central location of the command seats allows for maximum interaction with the key stations around the bridge, and in particular with the security and tactical post directly behind the captain.



▲ The captain's chair has armrests that curve up to provide two control panels. These incorporate miniaturized display consoles that the captain can use to take control of basic conn and ops functions.

of a semicircle behind them, and the large amount of space that separates them from the conn and ops stations in front.

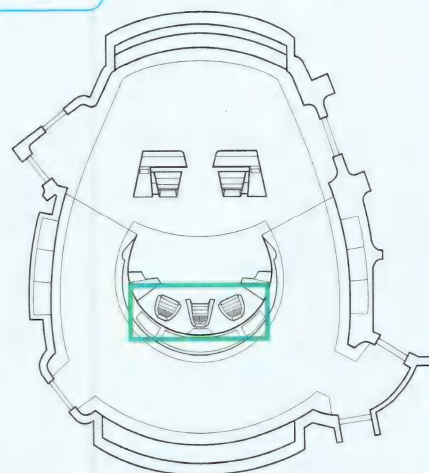
The seats themselves are high backed with a head rest, to provide maximum comfort. The armrests of the first officer and counselor slope down into the fluid shape of the seat, but the captain's armrests curve up to provide two miniaturized status displays with basic conn and ops controls. The first officer and counselor are provided with larger data display screens on the outer side of their chairs; these can be used to access information as they perform their

duties. Each of these display panels is designed within the same perimeters as most of the other consoles throughout the ship: they will accept vocal commands, but manual keyboard operation is preferred as it reduces the risk of a command being misinterpreted.

Despite these changes, the captain's chair engenders the same respect and awe in the 2360's as it did in the 2260's – not simply for its size and location, but because decisions made from here can mean the difference between life and death for the entire crew, a challenge to which **Captain Picard** is more than equal.

Deck:
1

Location:
BRIDGE

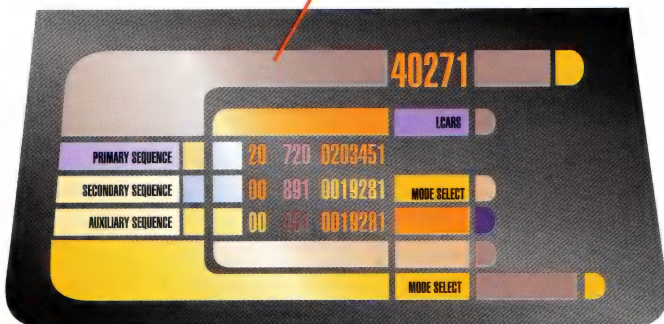


DATA DISPLAY PANELS



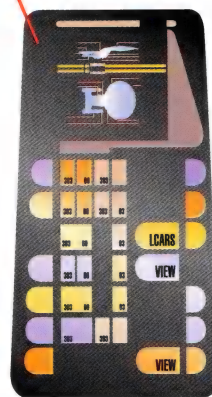
First officer's console

The seats alongside the captain's are provided with larger interface screens for accessing information.



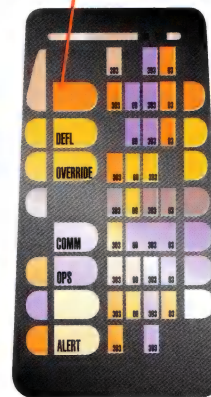
Captain's left side

These controls include facilities for library computer access and retrieval, viewer control (for the small viewer on this panel as well as the main viewer), and communications and intercom control.



Captain's right side

These controls include backup facilities for ops control, armaments, and conn functions, plus emergency override. The latter can be used to manually activate alert status.



Configuration These display panels are designed so that input controls with related functions are grouped together. Operation of these control panels is continually monitored, so the displays reconfigure to suit the specific task in hand. This can lead to the same button performing different functions, depending on how the panel has been configured.

Chakotay's Ethnic Origins

Commander Chakotay rediscovered his cultural identity after his father, Kolopak, was killed by the Cardassians. Since then he has embraced and explored the unique spirituality of his tribal heritage.

During his teenage years, Chakotay was reluctantly made to accompany his father, Kolopak, on an expedition to Earth's Central America region. Their goal was to find the **Rubber Tree People**.

These people, like Chakotay's own tribe, are believed to be descendants of those who were led to the sacred land by ancient mythic beings known as the **Sky Spirits**. Unlike Chakotay's tribe, which migrated to a planet on the **Cardassian** border several hundred years before the commander's birth, the Rubber Tree People have preserved their ancestors' primitive way of life; they have never left the jungle, rarely marry outside the

tribe, and continue to use firewood instead of the modern **magnesite** fuel.

Chakotay resented being forced to leave his home and friends, and hated every moment of the trip. He chose this moment to announce to his father that he intended to leave the tribe and enter **Starfleet Academy**, with **Captain Sulu** as his sponsor.

Destined to rebel

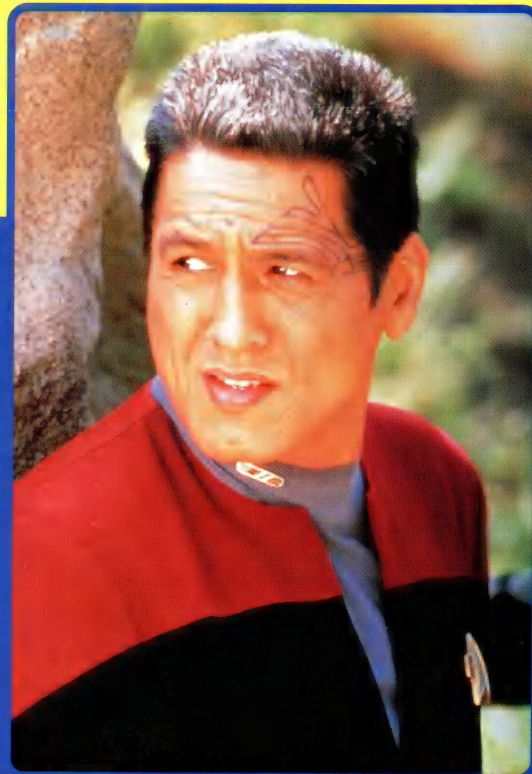
Kolopak was hurt and disappointed by the decision, and related it to Chakotay's breech birth, declaring that the spirits chose him from birth to be a 'contrary.' He warned his son that he would never fully belong either to the old ways, or the new ways he was so eager to embrace. Without the spirits to guide

PROFILE OF AN INHERITOR

CULTURAL HERITAGE: Chakotay belongs to one of the many tribes who represent the far-scattered descendants of the Inheritors.

GENETIC HERITAGE: Like a true Inheritor, Chakotay has a natural desire to explore and possesses a real appreciation of creation.

SPIRITUAL QUESTS: Chakotay was successful in his first attempt at a vision quest — to contact his dead father. He later encounters the originators of his heritage, the alien race known as the Sky Spirits, in the Delta Quadrant.



▲ Chakotay scorned his native tribal origins as a rebellious youth. In later years, however, he has come to more fully appreciate his cultural heritage and the wisdom his father tried to teach him. He often lends spiritual guidance to his friends on board the U.S.S. VOYAGER.

A CULTURAL TRIP



★ Embraced

Upon finding the Rubber Tree People, Kolopak and the group were warmly welcomed by the tribe and invited to share in their tribal customs, such as painting ceremonial facial patterns.

★ Aloof

Chakotay did not share his father's commitment to their heritage. He always intended to leave for Starfleet.

★ Unwilling pupil
Chakotay resented his father for taking him to find the Rubber Tree People.



him, Kolopak thought his son would lose his way.

Ironically, however, as they ventured into the rainforests, it was Chakotay who saw the first sign of the Rubber Tree People, spying a **CHAH-mooz-ee** symbol. An ancient healing sign, the CHAH-mooz-ee represents a blessing to the land. Shortly thereafter,

having put aside their weapons, the party encountered the Rubber Tree People. Kolopak allowed his head to be marked with a ceremonial pattern, but Chakotay stood aloof, unwilling to participate.

Change of heart

Years later, Kolopak died fighting the Cardassians, and Chakotay was forced to question his own beliefs. To honor his father, he marked his own forehead with the same pattern that Kolopak wore, celebrated the pakra ritual commemorating his death, and joined the rebel **Maquis**. He even undertook a spiritual journey, a vision quest, to visit his father. His father's death was a pivotal moment in his life, leading



Chakotay's Ethnic Origins



★ Healing rituals

Chakotay falls into a coma in 2371, and B'Elanna Torres uses his medicine wheel to perform a healing ritual.

him to rediscover the strength of his heritage, but it is not until he actually finds some of the living descendants of the Sky Spirits themselves, on a planet in the **Delta Quadrant**, that he fully appreciates his cultural legacy.

Chakotay's second sighting of a CHAH-mooz-ee symbol – at the remains of a campfire on an isolated moon – sparks an encounter in which he discovers more about his people. The Sky Spirits are actually a spacefaring race who, while visiting Earth 45000 years ago, discovered a group of nomadic hunters with no spoken language and crude stone weapons. The human tribe had a deep respect for the land, and the Sky Spirits honored this by granting the hunters the gift of inherited memory and a genetic bond that allowed them to thrive.

Scattered tribes

These gifts, as the Sky Spirits found on subsequent visits, encouraged a spirit in these 'Inheritors' to seek out new, unpeopled land with an explorer's curiosity shared by the Sky Spirits themselves. The journey across the planet took the hunters more than a thousand generations to complete. Their genetic gifts were no defense, however, against the invasion of more violent and technologically superior peoples.



★ Far-flung origins

Chakotay discovers a sacred CHAH-mooz-ee symbol on a moon in the Delta Quadrant, far from the rainforests of Earth.

"I spoke to him [Holopak] in my vision quests, but he never answered — until now."

— Chakotay to the Sky Spirits

Eventually, the Inheritors scattered and took refuge among other cultures. On their last visit to Earth, the Sky Spirits found no trace of the Inheritors and believed all of them to be exterminated. It is not until Chakotay's arrival on their planet in 2372 that the Sky Spirits realize the Inheritors' descendants still survive.

As a Maquis and as a Starfleet officer, Chakotay openly practices his beliefs. He is willing to share them, and teach his customs to others who are interested. Those who serve with him on board the **U.S.S. Voyager NCC-74656** are aware of the commander's beliefs; when Chakotay is injured on the **Ocampa** planet, for example, **Tom Paris** teases him about whether there are Native American rituals of shapeshifting and obligation to



★ The watcher

Chakotay is surprised to see a hawk, the bird that guards the Sky Spirits' encampment, in the skies of a Delta Quadrant planet.

those who save your life.

When **Captain Janeway** grows concerned that there is no counselor aboard *Voyager*, Chakotay suggests "talking to animals." He has a guide that serves him well, though he will not specify what kind of animal it is for fear of offending it. He will only reveal that it is not a bear.

To introduce the captain to her own animal, Chakotay produces his medicine bundle, which consists of a blackbird's wing, a stone from the river marked with the CHAH-mooz-ee symbol, and an **akoon-ah**. The akoon-ah is a device created by Native American scientists to replace the natural psychoactive herbs the people once used. To induce the proper state, Chakotay has Janeway place one hand on

the akoon-ah while concentrating on the stone, breathing deeply and visualizing light. In this way, Janeway finds her own animal guide. Chakotay is less successful in introducing **B'Elanna Torres** to her spiritual companion, however – the half-**Klingon** engineer tries to kill her animal guide. By contrast, Chakotay's heritage teaches him to value everything in nature and the land, such as how to hear the voice of the hawk and make friends even with insects.

Spirit pathways

The medicine wheel, too, is an important part of Chakotay's life. Drawn on a tanned animal skin and decorated with carefully placed engraved stones, the medicine wheel is a symbol of the inner and the outer worlds. When a person is asleep or on a vision quest, they are said to be "walking the wheel," but if they are in a coma, they are said to have lost their way. Chakotay teaches B'Elanna how to perform a healing ritual with the wheel, and she follows his instructions when the first officer's consciousness is separated from his body by **trianic energy** beings. He is even able to use the placement of the stones on the wheel to guide *Voyager* to safety.

Chakotay has come to see the true value of the gift passed down to his people by the Inheritors: a curiosity to explore the unknown, a reverence for the land, and a commitment to his heritage. His youthful rejection of his roots has taught him to value this rich ancestry all the more as an adult.

ANCESTRAL SPIRITS

Signs from home

In 2372, Chakotay finds the symbol of the CHAH-mooz-ee carved on a moon in the Delta Quadrant. He had previously found another of these sacred symbols many years before, as a young boy on Earth, when his father took him on a journey to find the Rubber Tree People. This latest discovery eventually leads him to the homeworld of the Sky Spirits. The aliens believe that the humans on board the **U.S.S. Voyager** have come to conquer them as they did the Inheritors, and as the starship enters their atmosphere they create a cyclone. Fortunately, Chakotay convinces the aliens that he is indeed a descendant of the Inheritors just in time to save the ship.

▼ Sacred symbols

The CHAH-mooz-ee is an ancient healing sign representing a blessing that has been bestowed upon the land. Chakotay was taught the meaning of the sign by his father, Kolopak, who used it to greet the Rubber Tree People of Earth's rainforests.



▲ Homecoming

Chakotay's arrival on the Sky Spirit world teaches him much about his people, and reassures the aliens that the gifts given to his ancestors were not in vain.

Odo on TEROK NOR: Part 1

When *Starfleet* takes over administration of *Deep Space Nine*, it inherits some of the infrastructure from the facility's days as *Terok Nor*, a Cardassian ore processing plant. By far the most useful is Odo, the station's chief of security.

In 2365, the shapeshifter known as **Odo** found himself aboard *Terok Nor*, an ore processing facility in orbit around the planet **Bajor**. The station would later become *Deep Space Nine*, but at this time it was still administered by Bajor's **Cardassian** occupiers.

Odo gained a reputation for being honest and fair, thanks to the skillful way in which he was able to mediate petty disputes involving food, blankets, and other everyday matters between the many different races aboard the station. This level of trust was engendered not only in the station's **Bajoran** workers, but also in their Cardassian overseers – Odo was a neutral observer who favored neither race.

With his reputation aboard the station established, Odo was sought out by the station's prefect, **Gul Dukat**, who recognized his potential as a criminal investigator; this was due in part to his shapeshifting ability, allowing entry to places into which humanoid life forms could not venture. For his first case, Dukat requested that Odo find and arrest whoever was responsible for the murder of the station's Bajoran chemist, **Vaatrik**.

Looking for evidence

Odo was initially hesitant in taking on the case. He said he was no investigator, but Dukat succeeded in changing his mind by suggesting that if Odo did not take the case, he would

PROFILE ON A SECURITY CHIEF

CAREER 2365: Odo comes aboard *Terok Nor* as an unofficial arbitrator for the Bajoran people.

CAREER 2365-2369: Gul Dukat is so impressed with Odo's work on a murder investigation that the Changeling is made chief of security for the station.

REMARKS: In 2366, Odo is made an officer of the Cardassian court. He retains this status after the end of the Cardassian occupation, and uses it to defend Chief O'Brien in 2370.

FIRST SEEN (ON *TEROK NOR*): 'Necessary Evil' [DS9]



▲ Odo has been working on *TEROK NOR* for four years when *Starfleet* arrives on the station and renames it *DEEP SPACE NINE*. His keen deductive skills and ability to remain impartial have won him great respect among the disparate races who have made their home there.

FRIENDS & ENEMIES ON TEROK NOR



★ Future love

Odo first met Kira Nerys, his future lover, when she was a member of the Bajoran resistance. He found her innocent of a murder he later learned she actually did commit.



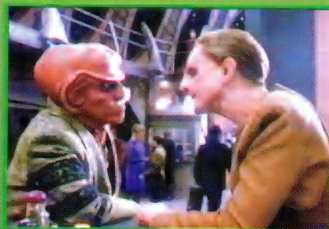
★ New life

Odo succeeded in making a life for himself on *TEROK NOR*, much to the surprise of Dr. Mora Pol.



★ In trust

Gul Dukat, the Prefect of Bajor, put Odo in charge of all security on *TEROK NOR* after the shapeshifter's work in solving a murder greatly impressed him.



★ Old enemies

No matter which Galactic power controls the station, Odo knows that Quark is never far away from trouble.

have to resort to the traditional Cardassian method of searching out criminals: rounding up and killing 10 Bajorans at a time until the culprit came forward.

During his investigation, Odo was able to make use of his eye for detail and the knowledge that he had acquired from living among 'solids' for such a long time – a fact that led Gul Dukat to dub him "quite the student of humanoid nature." On questioning Vaatrik's widow, Odo correctly deduced that she had not cried, as the epidermis below her eyes was not swollen. Similarly, when later questioning Kira Nerys, the woman suspected of having an affair with Vaatrik, the chief of security was quick to

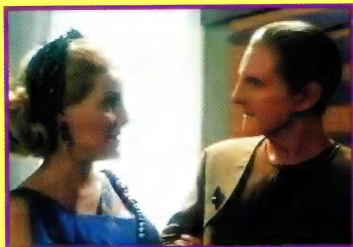
note when she was lying, telling her that her whole face changed.

Odo brought everything he had to his new position, but Kira warned him that, even unofficially, he was working for the unjust Cardassians. Odo insisted that he was not working for Dukat, just trying to solve a murder.

During his questioning of Kira, she became the first person to call him by the title 'constable' – a designation that would continue to be used after the arrival of *Starfleet* personnel on the station in 2369.

As his investigation proceeded, Odo had his first encounter with the **Ferengi** barkeep **Quark**, who had been paid by Kira to provide her with an alibi.

Odo on TEROK NOR: Part 1



★ Suspicions

Odo wrongly suspected Pallra of the murder of her husband Vaatrik, who ran a chemist's shop on the station Promenade.

Odo then discovered that Kira was part of the Bajoran resistance. Odo believed her reassurances that she had played no part in the death of Vaatrik, however, and informed Gul Dukat that she was not under suspicion. It would be five years before Odo would finally solve the case, learning that Kira did in fact kill Vaatrik, a known collaborator, after he discovered her searching for a list of other collaborators in his chemist shop.

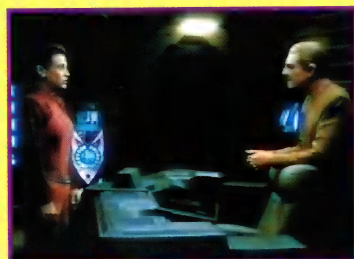
Drawing a blank

No culprit was arrested in relation to the murder at the time, but Gul Dukat was sufficiently impressed with Odo's investigative skills, and the manner in which he conducted his inquiries, that he saw fit to offer the shapeshifter the position of chief of security, with an office on *Terok Nor*'s **Promenade**. Odo succeeded **Thrax**, a less-than-impartial Cardassian, in the post.

The following year, as part of Odo's new role, he was designated

★ Losing trust

Years after Odo worked for the Cardassians, Kira Nerys finds it hard to accept that he sentenced innocent Bajorans to death. He admits with regret that even he makes the occasional mistake.



an officer of the Cardassian court, enabling him to testify in cases under Cardassian law – a position he retains even when he no longer works for the Cardassians.

One factor that has served Odo particularly well in his capacity as an investigator and as chief of security is his own certainty of what constitutes justice. This is something he has never had to be taught; rather, it is a trait he has always known.

Odo's quest to uphold the law has led to at least one regrettable incident, however: in 2365, he became so concerned with maintaining order on the station that he believed himself to be infallible. Following a failed assassination attempt on Gul Dukat in the Bajoran sector of *Terok Nor*, three Bajoran citizens who had recently arrived on the station – **Timor Landi**, **Jillur Gueta**, and **Ishan Chaye** – were accused.

"I have nothing to be proud of. I tried to ... bring order to a chaotic situation, that's all.

— Odo on his work on *Terok Nor* under the Cardassians

They pleaded with Odo to look past the circumstantial evidence, but he turned them over to Gul Dukat regardless. They were publicly executed on the Promenade.

Three days after the executions, there was an identical explosion to the one intended to kill Dukat. Odo found himself stricken with guilt over the fact that the evidence he had accumulated during his investigation – including ballistic reports, the patterns of the bombings, and inconsistencies in the reports of the soldiers who had made the arrests – all pointed to the men's innocence.

This haunts the Changeling for the next seven years, until an accidental telepathic link between him, **Captain Benjamin Sisko**, **Commander Jadzia Dax**, and the Cardassian **Elim Garak** reveals the painful truth. Odo subsequently

admits to Major Kira that he is unsure if Timor, Jillur, and Ishan were the only innocent men he ever found guilty of crimes during the **Cardassian occupation**. He can only hope they were.

Building for the future

Throughout his career as chief of security, under the Cardassians as well as the **Federation**, Odo has succeeded in bringing order to his surroundings in less than ideal conditions. His position as an outsider on *Terok Nor* allowed him to accomplish the unenviable feat of working with two races who regarded each other with hatred, successfully earning the trust and respect of both through his dedication to justice. These experiences inform his vital continuing work on *Deep Space Nine*.



BLOOD ON HIS HANDS

Reliving the past

Odo is forced to come face to face with the guilt he feels over his part in the deaths of three innocent Bajorans when he is injured in a *Runabout* accident. A plasma storm that hits Odo's craft reacts with morphogenic enzymes in his body to create a version of the **Changeling Great Link** between the minds of Odo and his traveling companions: Garak, Dax, and Sisko. In the link, they experience the situation through Odo's memories, and are cast in the roles of the three men accused of Gul Dukat's attempted murder. They are freed from the vision when Odo breaks down in anguish over evidence he ignored that would have acquitted the prisoners.

▶ Lasting guilt

Years later, the guilt Odo feels over his actions causes him to relive the incident in a vision. He deeply regrets the Bajorans' deaths.

▼ Rough justice

Timor Landi was one of three innocent Bajorans executed as a deterrent to others who might consider assassination.



Tanis

Tanis is an unusual **Ocampa** male. He has lived a long life and gained greater knowledge than those who remained on his homeworld, but he is also ruthless with his enhanced abilities.

Tanis is an **Ocampa** male of considerable age for his species. He is 14 years old, whereas a typical member of his comparatively short-lived race has a life expectancy of just nine years.

Along with 2000 other Ocampa, Tanis lives on a **Delta Quadrant** space station built 300 years ago by the **sporocystian** life form **Suspiria**. Suspiria, a member of the **Nacene** race, took these Ocampa with her when she left their homeworld, believing that their development was being stifled.

Longevity

Over many generations, Suspiria has helped these Ocampa to develop the means to extend their lives. Tanis's own father lived to the astonishing age of 20.

Tanis is a confident and intelligent humanoid with brown hair and intense eyes. He demonstrates in full measure the primary result of Suspiria's

interaction with these space-dwelling Ocampa: the development of the psychokinetic skills that had lain dormant among their race.

Tanis has the ability to make plants and flowers grow by sheer willpower, and can even absorb the essence of life from living matter, leaving death in his wake. This highly evolved Ocampa has learned how to embrace life, transform it, and then absorb it. He finds this an exhilarating experience.

Beyond consequence

The fact that death might result from his interference does not concern him. Tanis has learned to see beyond the physical, to experience the universe as it truly is and to witness the actual components and forces of atoms and particles in constant motion, merging together and breaking apart, being created and destroyed.

On this level, Tanis understands that life and death are not so different. To his mind, many beings live trapped inside their primitive skulls, depending

on the simpler, physical sensations of the flesh to tell them what the universe is like. Tanis has a great deal of disdain for what he perceives as this ignorance. His elevated senses appear to have given him a rather different set of ethics to less developed humanoids.

PROFILE ON TANIS

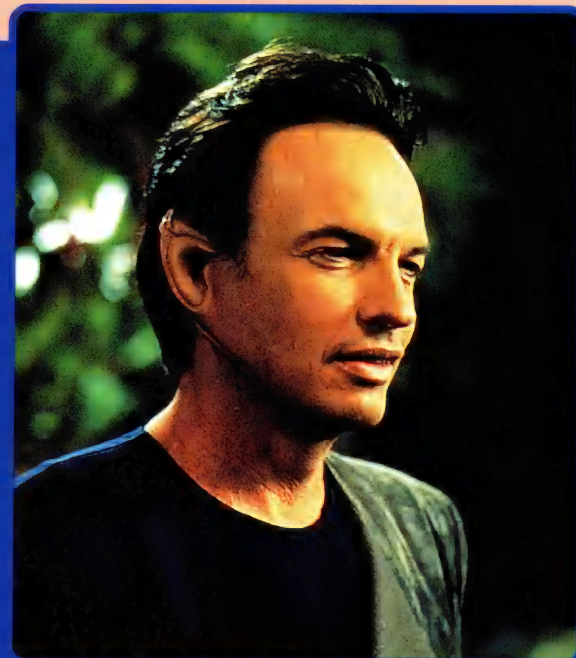
NAME: Tanis

LIFE FORM: Ocampa male

AGE: Tanis is 14. Thanks to their interaction with Suspiria, the 2000 Ocampa living on board her array enjoy an extended lifespan.

ABILITIES: Suspiria has also helped her Ocampa to develop their dormant psychokinetic skills. Tanis has the ability to observe the actual forces of life and the universe, and manipulate them.

FIRST SEEN: 'Cold Fire' (VOY)



▲ Tanis is a highly developed Ocampa male who has lived far beyond the average life expectancy of his race. He lives on **SUSPIRIA'S ARRAY** with 2000 other Ocampa, all of whom share his superior psychokinetic abilities.

★ Attraction

Tanis is intrigued by Kes, and wants her to join him on **SUSPIRIA'S ARRAY**.



TEACHER AND PUPIL

★ New abilities

Kes is amazed by her own untapped psychokinetic potential, unaware that Tanis is boosting her powers with his own.

★ Disdain

Tanis tells Kes that life and death are much the same, and shows her how to absorb the life essence from her plants.



OTHER CARDS IN THIS FILE...

2B ERIS
5 TAM ELBRUN
20 AKUTA

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STAR TREK: VOYAGER...File 71

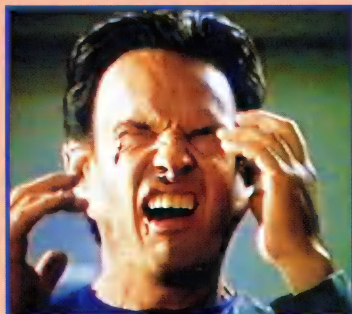


Tanis



★ Hidden agenda

Tanis contacts Suspiria using the bond that exists between them. She instructs him to bring the U.S.S. VOYAGER to her so that she can take her revenge.



★ Retaliation

Kes refuses to go with Tanis once she discovers that Suspiria intends to destroy VOYAGER. She retaliates by unleashing a psychokinetic attack upon him.

The Ocampa on **Suspiria's Array** are a part of their Nacene benefactor, and she a part of them. They appear to be connected in a way that words alone cannot describe, but which can be observed in Tanis's utter loyalty to Suspiria. When an Ocampa develops their abilities far enough, Suspiria takes them to **Exosia**, a **subspace** region of pure thought and energy. Tanis is familiar with the concept of Exosia, although it is not clear if he has actually visited the realm at this point.

Ship of death

When the **U.S.S. Voyager NCC-74656**, commanded by **Captain Kathryn Janeway**, approaches **Suspiria's Array**, Tanis greets their hail with a volley of **phaser** fire and warns them away. He has heard stories that that when **Voyager** appears, people fear destruction. Rumors have even circulated among the Ocampa on the array that the vessel is a "ship of death." This news is shocking to Captain Janeway, as is Tanis's revelation that it is believed the **Federation** starship crew destroyed **Suspiria's** mate, the **Caretaker**, declared war on the **Kazon**, and have raided planets for their resources. It is hardly surprising that the Ocampa does not trust them on first sight.

Only when Tanis learns that a fellow Ocampa is aboard the **Starfleet** vessel does he show any interest in communication. He agrees to board the ship and meet the girl, **Kes**, to learn how she came be to traveling through space when so many of their race refuse to leave their underground home. Kes is also curious to discover so

★ Loyalty

Tanis is so devoted to Suspiria that he is willing to help her destroy the U.S.S. VOYAGER.



"Hurt people ... help them ... give life ... kill — it's all the same."

— Tanis to Kes

of her psychokinetic manipulation of matter. Her attempt to heat another cup of tea using the "fire of her mind," as Tanis describes it, spirals out of control and inflicts on Tuvok severe burns.

Expendable friends

As far as Tanis is concerned, the people Kes considers her friends are expendable. His desire to help her appears genuine, however. He is a seductive teacher, able to coach Kes in her abilities with apparent ease. Unknown to her, however, he is using his own skills to enhance hers; she is not yet capable of her apparent display of talent on a physiological or psychological level. Tanis's sole intention is to bring Kes to live with his people, because he believes this is where she belongs. He twists the incident in which she unintentionally harms Tuvok to his own advantage, claiming she is fortunate no others on board were hurt. According to Tanis, Kes is a danger to everyone on **Voyager**.

Tanis can also play the part of an easygoing diplomat to counter the suspicions of Kes's colleagues. He even agrees that Kes's lover, the **Talaxian Neelix**, may join her on the array. It later becomes apparent that Tanis expects her to leave every aspect of her life on **Voyager** behind, including Neelix.

Retreat

Tanis appears unable to force Kes to accompany him. The girl refuses to succumb to his demands, and her ability to retaliate and hurt him with the power of her mind takes Tanis by surprise. Somehow his pain is felt by Suspiria at the same moment; their telepathic link makes the Nacene life form also vulnerable.

Realizing that he cannot win, Tanis escapes into Exosia with Suspiria. Their departure is a lucky escape for Kes and her shipmates, although there is little doubt that Tanis's intentions, if not his actions, regarding the young Ocampa were entirely honorable.

GRIEF-STRICKEN

Vengeance

The mate of the Caretaker, Suspiria, is angered when she finds his remains missing from the ruins of his array. She believes the crew of Voyager are responsible, and seeks vengeance. She appears to Janeway as a young girl, but the captain soon realizes her innocent appearance belies a dangerous intent when she finds Tuvok and Torres unconscious in Main Engineering.



▲ Sporocystian life form

Suspiria reveals her true appearance before leaving the U.S.S. VOYAGER.



◀ Angry

When Suspiria comes aboard VOYAGER she takes the form of a young girl and attacks Lt. Tuvok, Torres, and Captain Janeway. She is weakened, however, when Kes mounts a mental attack on Tanis and is eventually forced to flee.

Biobeds: 2270's

The **biobed** is a longstanding piece of **Starfleet** medical equipment that has a vital role to play in the treatment of the sick and injured. It is continually upgraded to ensure maximum patient comfort.



The crew of the U.S.S. ENTERPRISE NCC-1701 use a sensor bed to examine the Ilia probe created by V'GER in 2271.

Biobed design in the early 2270's reflects **Starfleet's** changing attitude to the medical facilities aboard a starship. The crew's health remains the first priority, of course, but scientific analysis and the accommodation of non-human life forms emerge as new areas of concern. Biobeds are no longer simple devices capable of processing and displaying a handful of vital indicators; they are now enhanced, computer-interfaced tools designed to handle the unknown.

A new type of diagnostic biobed called the **sensor bed** is added to the **U.S.S. Enterprise NCC-1701** sickbay in 2271. The sensor bed is a non-invasive, exploratory medical tool capable of examining patients down to the molecular level. It comprises three individual pieces of advanced equipment: the sensor table itself, a control console, and a large viewing screen. The bed's platform is composed of a solid, transparent material, through which yellow and green sensors create the outline of the humanoid form. The side view of the bed reveals the layer of bright green sensor material beneath the clear top stratum.

Bodily functions

The patient is placed on the bed so that their body conforms to the sensor template. They need not be disrobed for the sensors to function within normal parameters. The imbedded sensors automatically collect data about the patient's biology, including the usual vital signs such as heart rate, respiration, blood pressure, and temperature.

The console device to the right of the sensor bed controls which medical markers are to be displayed on the large screen mounted on the bulkhead; this is a comfortable viewing distance from the sensor bed. The screen image can display a lifesize representation of the patient's bodily functions; for example, an abstract red, orange,

blue, and purple image shows where metabolism is, or is not, occurring. Microscopic activities can be exponentially enlarged to give all consulting physicians a chance to observe and comment. Shifting to different viewing modes is a function of the console controls, and requires no patient participation or discomfort.

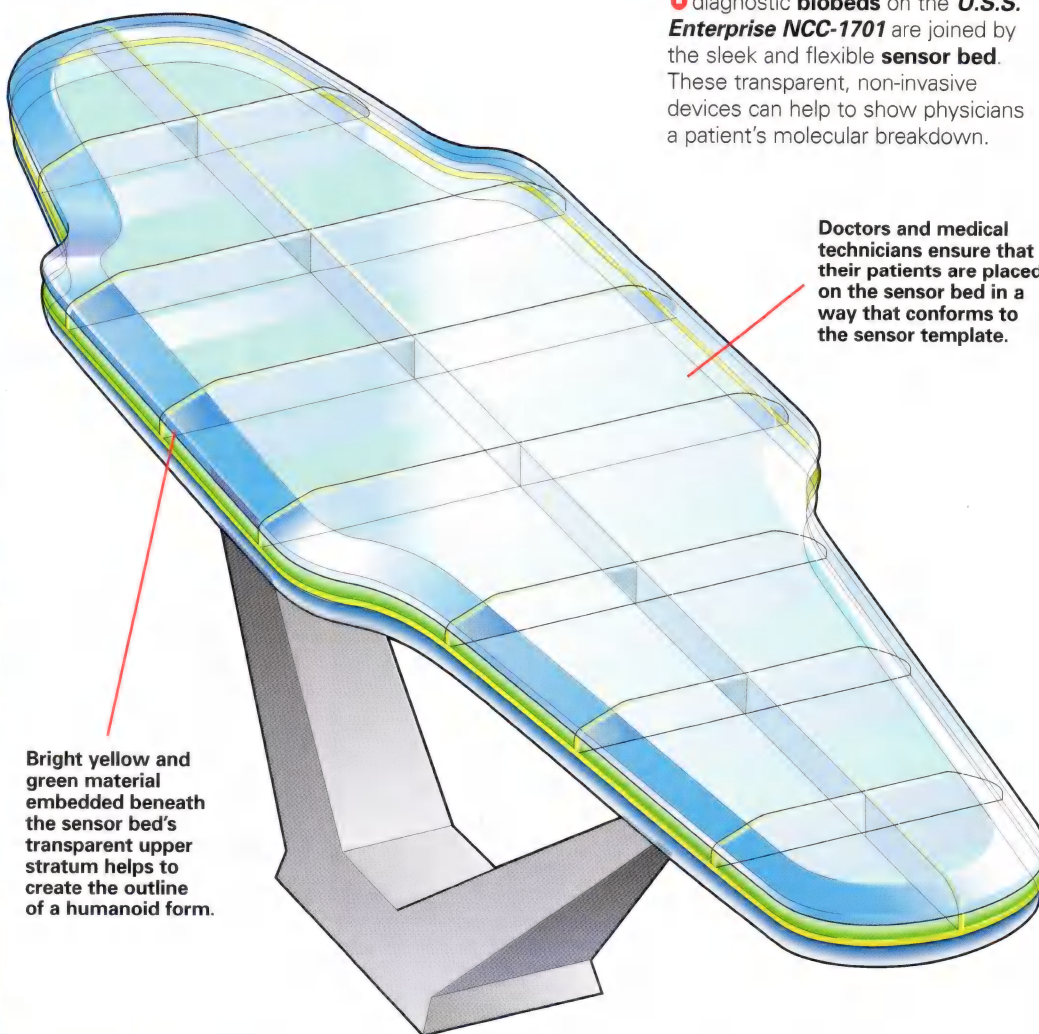
In addition to the patient information, the screen also

occasionally displays its own current working condition. For example, the legend "OPTICOMM: 10000 MEGABITS" appears when it begins receiving data.

The console operator also activates a medical scanner placed directly above the sensor bed. The scanner slowly travels back and forth over the bed, casting a shadow on the patient below as data streams in. This information is

transferred to the viewscreen in real time, temporarily adding extreme detail to that portion of the body beneath the scanner. This view is fleeting, but any information entered into the system can be recalled and reviewed on the medical screen as needed. Additionally, all readings are

2270's SENSOR BED

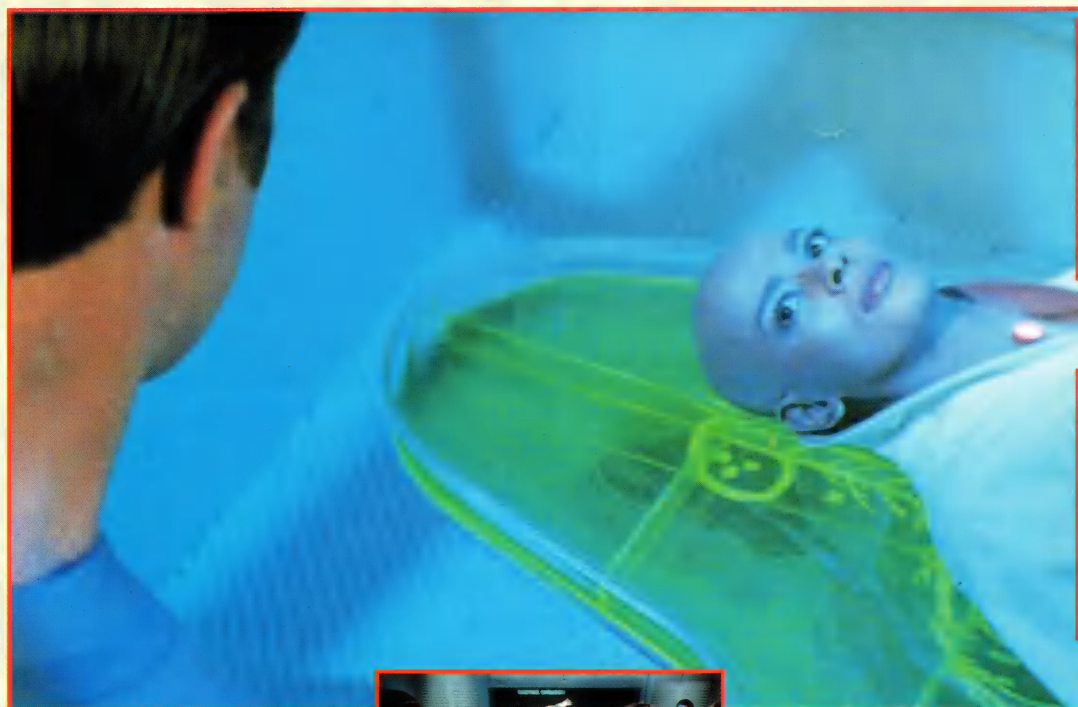


Sleek By the year 2271, standard diagnostic **biobeds** on the **U.S.S. Enterprise NCC-1701** are joined by the sleek and flexible **sensor bed**. These transparent, non-invasive devices can help to show physicians a patient's molecular breakdown.

Doctors and medical technicians ensure that their patients are placed on the sensor bed in a way that conforms to the sensor template.

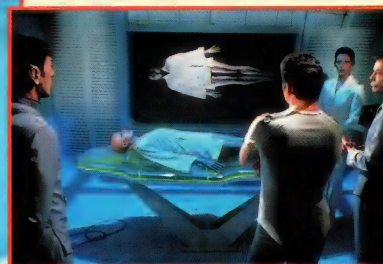
Bright yellow and green material embedded beneath the sensor bed's transparent upper stratum helps to create the outline of a humanoid form.

Biobeds: 2270's

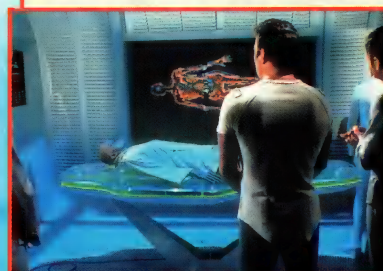


▲ Captain Decker interacts with the mechanical duplicate of Ilia while it is scanned on the sensor bed.

▶ The sensor bed screen concludes its analysis once it has scanned right down to the patient's bone structure.



▲ Doctors McCoy and Chapel activate the sensor bed examination of the V'GER probe.



▲ The screen shows that 'Ilia' is composed of hydraulics, tiny datachips, and micropumps.

correlated by the sensor bed computers to formulate a diagnosis and treatment.

The sensor bed proves its adaptability during the encounter with V'Ger in 2271. The Ilia probe is examined on the sensor bed, and immediately identified as not being a biological entity. Despite V'Ger's exacting duplication of the real Ilia, including heartbeat and the exocrine system, the sensor bed is able to display the probe's

osmotic micropumps, microminiature hydraulics, and molecule-sized microprocessors to the amazed physicians.

Once the patient has received initial treatment on the sensor bed, the next stop is usually the recovery biobeds. These have a mattress

and two inbuilt pillows to support the head. The 2270's recovery biobeds do not, however, offer the same entertainment terminal seen in previous models, and there are more beds, occupying numbered bays, in the recovery area. They are laid out in an open dormitory style, but the illusion of privacy is afforded by a wall that extends just far enough to block the view of the next bed.

Classic components

Many familiar components remain, such as the vital signs display screen at the top of the biobed's head on which information showing a patient's overall status is displayed. These biobeds also allow more detailed examinations via a new handheld device; Dr. Christine Chapel uses this tool on Commander Spock after he attempts a mind-meld with V'Ger.

A DEATH IN THE FAMILY

Casualties

The U.S.S. Enterprise NCC-1701 returns to active duty in 2285 when the ship and its crew investigate an incident at the Regula 1 Space Laboratory. Khan Noonien Singh, the genetically-engineered tyrant of Earth's Eugenics Wars, has gained control of the U.S.S. Reliant, which counts Pavel Chekov among its crew. He uses the Starfleet vessel to launch an assault on the Enterprise and his old enemy Admiral James T. Kirk, and many of the ship's crew are badly injured.

The wounded are taken to the Enterprise sickbay, where they receive immediate treatment from Dr. McCoy and his colleagues. Sadly, Montgomery Scott's nephew, Peter Preston, is among the casualties; the young man bravely remained at his post during the attack. He is placed on one of the many sickbay biobeds, and McCoy treats Preston's wounds with a laser tool. Unfortunately, the young engineer's mate loses his fight for life.



▲ In 2285, many of the U.S.S. ENTERPRISE crew are badly injured when Khan Noonien Singh fires on the unshielded starship.



▲ Engineer's mate Peter Preston - Mr. Scott's nephew - is rushed to sickbay, but Dr. McCoy cannot save the brave young man's life.



▲ In addition to displaying a patient's bodily functions, the large, bulkhead-mounted viewing screen can also show more detailed sensor bed information. Dr. Chapel uses it to highlight the probe's imitation of human form.



FILE 75 STAR TREK IV: THE VOYAGE HOME

STAR TREK IV: THE VOYAGE HOME

Part 1 As Admiral James T. Kirk and the crew of the destroyed *U.S.S. Enterprise NCC-1701* prepare to return home to face the consequences of their recent actions, a mysterious alien probe emitting an indecipherable signal threatens to obliterate Earth.

'STAR TREK IV: THE VOYAGE HOME'

"We're in the third month of our Vulcan exile, and it was Dr. McCoy, with a fine sense of historical irony, who decided on a name for our captured Klingon vessel. Like those mutineers of 500 years ago, we too have a hard choice ..."

— Admiral James T. Kirk

Out of the cold blackness of space, a cylindrical probe ominously glides forward, sending out the piercing screech of a signal. The captain of the **Federation** starship **U.S.S. Saratoga NCC-1937**, currently patrolling **Sector V** of the **Romulan Neutral Zone**, communicates to **Starfleet Command** that the probe is of unknown origin, and that it has failed to respond to transmissions of universal peace and friendship in all known languages. Starfleet advises the *Saratoga* to continue to track the alien vessel.

Meanwhile, on Earth, the **Federation Council** is meeting in San Francisco. The **Klingon** ambassador shows the council a recording of the evolution of the **Genesis Planet** and the destruction of the **U.S.S. Enterprise NCC-1701**. The ambassador loudly appeals for **Admiral James T. Kirk**, currently on **Vulcan**, to be extradited as a renegade and terrorist; he is accused of plotting to use Genesis to annihilate the entire Klingon people.

Defending Kirk

The ambassador's angry rhetoric is interrupted by the Vulcan **Ambassador Sarek**, who wishes to testify in Admiral Kirk's defense, but the Klingon diplomat claims that Sarek is biased because Kirk saved the life of his son, **Captain Spock**. When Sarek points out that **Commander Kruege** ordered the destruction of the **U.S.S. Grissom NCC-638** and the murder of Kirk's son, **David Marcus**, the Klingon ambassador insists his people have the right to protect themselves against the machinations of Starfleet and the Federation.

The president of the council decides, however, that the deliberations are finished: Kirk will be charged with nine violations of Starfleet regulations, but not turned over to the Klingons. The outraged ambassador vows that "there shall be no peace as long as Kirk lives!"

Unaware of the debate concerning them, Kirk and the rest of the *Enterprise* bridge crew, in their third month on Vulcan, vote to return to Earth to face the consequences of their actions in saving Spock. They have christened their captured **Klingon Bird-of-Prey** the *H.M.S. Bounty*, as a nod to the equally famous mutineers. The crew,

ON SCREEN...



1 An unidentified alien probe heads toward Earth. It emits a piercing signal and ignores all messages of peace and friendship transmitted by the *U.S.S. SARATOGA*.



2 Starfleet Command advises the *U.S.S. SARATOGA* to continue tracking the mysterious probe's trajectory despite the danger it poses to the ship and its crew.



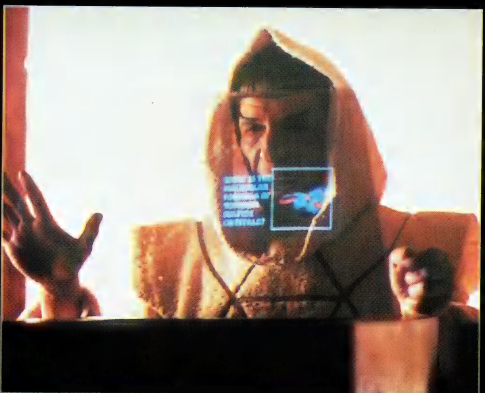
3 The Federation Council meets to hear a petition from the Klingon ambassador, who brands Admiral Kirk a renegade and terrorist. He demands Kirk's extradition.



4 Ambassador Sarek defends the admiral's actions against the Klingons, but the council president charges Kirk with nine violations of Starfleet regulations.



5 On Vulcan, Kirk and his crew prepare to return to Earth in the **KLINGON BIRD-OF-PREY** appropriated on Genesis. McCoy has named the vessel the *H.M.S. BOUNTY*.



6 Captain Spock tests his restored memory by answering a series of computer questions on such subjects as Earth history, bioengineering, and Vulcan philosophy.



STAR TREK IV: THE VOYAGE HOME Part 1

particularly the irascible **Dr. McCoy**, are not too pleased to be traveling in a Klingon ship.

Spock has not yet joined his friends. He is still deep in contemplation over his recent return from the dead – an illogical occurrence he has yet to fathom. He buries himself in an IQ testing program that poses various questions and problems to be solved. Spock easily answers all the questions, bar one: "How do you feel?"

His human mother, **Amanda**, attempts to help him by pointing out that, despite his Vulcan training, Spock is half human and will therefore experience the typical emotions of that race. Spock tells Amanda that he shall return to Earth to testify on behalf of his colleagues, even though he still finds the idea that the good of the one can outweigh the good of the many difficult to grasp.

Off in the far reaches of space, the *Saratoga* is now under assault from the probe's signal. The ship's systems fail, and the vessel is reduced to reserve power only. The captain radios an urgent distress call to Starfleet Command. On Earth, **Admiral Cartwright** informs the president that the alien probe is heading directly for the planet, its signal neutralizing every vessel and outpost in its path. The source of the probe and its menacing effect is a complete mystery to them.

Doubts about Spock

On Vulcan, Kirk and his crew are in the final stages of preparing their Klingon ship: **Commander Uhura** has communications working, **Chekov** has made the **cloaking device** operational, and **Mr. Scott** has converted the **dilithium** sequence and replaced the Klingon rations. McCoy, however, is concerned about Mr. Spock's presence on the ship: the Vulcan is not yet "working on all thrusters," as the doctor puts it. Kirk assures **Bones** that Spock will recover his faculties, but he cannot hide his own doubts.

Lt. Saavik has chosen to remain on Vulcan. She bids farewell to Kirk, telling him that his son died most bravely on the Genesis Planet, helping to save her own life and that of Spock. The admiral thanks Saavik for her words of comfort, then assumes the captain's chair and orders Sulu to "take us home." Amanda and Saavik watch as the *Bird-of-Prey* lifts off and begins the long voyage back to Earth.

The probe continues its relentless journey, its brain-like globe spinning in a shaft of brilliant light. After neutralizing the orbiting **Spacedock**, it focuses its signal on Earth

itself. Communications and electrical power are lost, and the weather turns ferocious, with wind and rain everywhere. Great walls of water rise out of the oceans and form clouds that seethe and roil across the entire planet, blotting out the sun. Cartwright places all of Starfleet on red alert.

The president turns to Sarek for advice, but the Vulcan ambassador believes it is impossible to answer the probe when they do not understand what it is seeking. He suggests that they have only one recourse: to transmit a planetary distress signal while there is still time.

ON SCREEN...



7 Spock's mother, Amanda, reminds her son that while he has retrained his mind in the Vulcan way, his human emotions may also surface in time.



8 The captain of the U.S.S. YORKTOWN informs Admiral Cartwright and the president of the council that the probe has the power to neutralize starships.



9 Admiral Kirk bids farewell to Lt. Saavik, who has elected to remain on Vulcan. She reassures Kirk that his son, David Marcus, died heroically.



10 Dr. McCoy expresses doubts about Spock's mental fitness for the journey ahead, but the BOUNTY departs with the Vulcan officer manning the science station.



11 After neutralizing the SPACEDOCK orbiting Earth, the alien probe focuses its signal directly on the planet, causing terrifying environmental upheavals.



12 When the whole of Starfleet is put on red alert, Sarek advises the president to send out a planetary distress signal, warning ships away from Earth.

STARSHIP FACTS

A The mysterious probe destroys two Klingon ships and 'neutralizes' some Starfleet vessels, including the U.S.S. Yorktown NCC-1717. The latter ship's chief engineer deploys a makeshift solar sail that generates enough power to maintain minimal life support systems. Other vessels not so lucky.



'Home Soil'

A Federation terraforming group unwittingly threatens to destroy tiny, inorganic creatures that exist on the desolate planet of Velara III. In retaliation, the microbrain declares war on the *U.S.S. Enterprise NCC-1701-D*.

The *U.S.S. Enterprise NCC-1701-D* enters orbit of **Velara III**, a world being transformed from a supposedly lifeless rock into a **Class-M** planet by a **Federation** terraforming group.

An away team comprising **Riker**, **Yar**, **Data**, **Troi**, and **La Forge** beam down to the terraforming station, where they are welcomed by **Luisa Kim** and her colleagues **Arthur Malencon** and **Bjorn Bensen**. **Kurt Mandl**, the project's director, sternly sends Malencon back to his duties in the hydraulics chamber.

An apparent laser drill malfunction badly injures Malencon; Yar beams the engineer back to the *Enterprise* sickbay, but **Dr. Crusher** cannot save his life. The entire Velara III facility is powered down while Data and La Forge carry out a thorough investigation of the tragedy. The two officers discover a tiny, indigenous crystalline life form, or **microbrain**, living in moist soil just above the water table. Mandl finds it difficult to accept that his terraforming project has violated the **Prime Directive** imperative of non-interference with other beings.

Micro war

Installed in the *Enterprise's* medical lab, the organisms quickly grow in size and strength: single cells combine to form an intelligent, hostile colony that takes control of the ship's computers. Via the **universal translator**, the **microbrain** declares war.

It seems the terraforming process has siphoned off the saline water that the microbrain needs to form the electrical pathways that serve as its consciousness. It took control of the laser drill and harmed Malencon as an initial warning against further tampering with Velara III's delicate ecosphere.

Data believes the microbrain may be photoelectric in nature, feeding off the ship's electrical energy. Picard, determined to regain control of his vessel, authorizes a power shutdown on the *Enterprise*. The darkness diminishes both the entity's power and its hold on the ship, and it meekly accepts transportation back to Velara III. To protect the microbrain, Picard places the planet under indefinite quarantine.

CAPTAIN'S LOG

STARDATE 41463.9

"While mapping the Pleiades Cluster, we have been asked by the Federation to visit a group terraforming Velara III. Communications have been erratic, and there is some concern about their welfare."

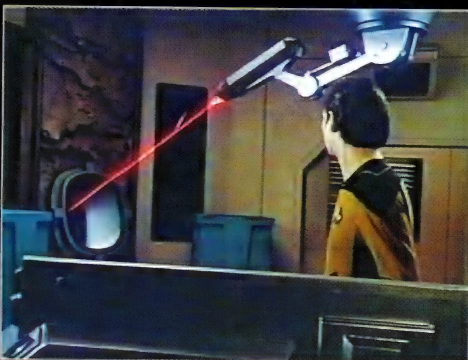
ON SCREEN...



1 Captain Jean-Luc Picard hails Kurt Mandl, director of the Federation team terraforming the desolate planet of Velara III. Picard finds Mandl to be tense, hostile, and unenthusiastic about a visit from Starfleet.



2 Away team officers from the U.S.S. ENTERPRISE inspect the work of Mandl and his colleagues. Data is particularly impressed by the elegant efficiency of the hydraulic landscaping on Velara III.



3 Arthur Malencon, a hydraulics specialist, is killed by a malfunctioning laser drill. When Data investigates, he is also attacked by the drill, and only just avoids destruction.



4 Beneath the soil surface of Velara III, Data and Geordi discover tiny, glowing life forms. These are brought back to the ENTERPRISE medical lab.



5 Mandl admits to Picard that he ignored evidence of the microbrain life form on Velara III in order to pursue his obsession with terraforming the planet.



6 Picard manages to defeat the hostile microbrain by diminishing its supply of electrical energy. He then vows to protect these creatures from unwelcome attention.

STARSHIP FACTS

The microbrain thinks of humans as "ugly bags of mostly water."





'When the Bough Breaks'

A mysterious trail leads the *U.S.S. Enterprise NCC-1701-D* to the legendary planet of **Aldea**, hidden for millennia by a sophisticated cloaking device. The crew find that the **Aldeans** have paid a terrible price for their idyllic life.

CAPTAIN'S LOG

STARDATE 41509.1

"Either by chance or intent, we've been led to the planet **Aldea**, which appeared out of nowhere, hidden behind a sophisticated shielding device."

The *U.S.S. Enterprise NCC-1701-D* follows a mysterious trail that appears to lead them to the mythical planet of **Aldea**. As **Captain Picard** and **Commander Riker** describe the rumors **Starfleet** has heard about **Aldea**, the planet itself appears before them, emerging from a **cloaking device** that has deterred visitors for decades.

Two **Aldeans** beam directly onto the *Enterprise* bridge. They explain that only they can beam in and out of their cloak, and invite the crew to visit the planet. With little warning, **Riker**, **Dr. Beverly Crusher**, and **Counselor Deanna Troi** are beamed down to the surface.

Ranue, the Aldean leader, explains that his people are suffering from planetwide infertility and want to trade the *Enterprise's* fertile children for advanced technology. The **Starfleet** officers explain that their offspring cannot be bought and sold, prompting the **Aldeans** to simply kidnap a group of the children, including **Wesley Crusher**, from the ship. The children are split up and placed with 'units,' or protofamilies. They are well treated, but nonetheless miss their parents.

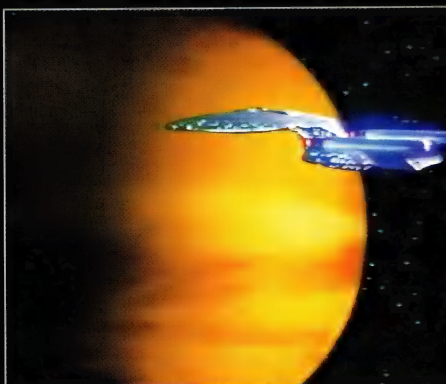
Powerful enemies

When the *Enterprise* crew protests, the **Aldeans** give them a small demonstration of their power, catapulting the ship so far away from the planet that it takes three days at **warp 9** to get back.

Wesley discovers that the easy lifestyle on **Aldea** has been created by a mysterious computer called the **Custodian**. During negotiations, **Beverly** is allowed to visit her son, and slips him the handheld scanner from her **tricorder**, which he uses to scan an **Aldean** for information. The results show **Beverly** that the **Aldeans'** infertility is caused by a weakening of the ozone layer, due to the planetary cloak. If the children remain, they too will become infertile. The effects can, however, be repaired.

The **Aldeans** have come to rely on the **Custodian**, but they accept the *Enterprise's* offer of help and reluctantly return the stolen children. The *Enterprise* repairs the ozone layer, but the race will never again be able to use their cloak.

ON SCREEN...



1 A trail of faint energy readings draws the *U.S.S. ENTERPRISE* to **Aldea**, a self-contained, peaceful world normally hidden by a sophisticated cloaking device.



2 The **Aldeans** bring **Riker**, **Troi**, and **Dr. Crusher** down to their world and make them a startling offer: advanced **Aldean** technology in exchange for their children.



3 Rebuffed by the **Starfleet** officers, the infertile **Aldeans** take matters into their own hands. Without consultation, they transport a group of children off the *ENTERPRISE*.



4 **Wesley Crusher** convinces his fellow captives to passively resist their enforced adoption. To the consternation of the **Aldeans**, the children refuse to eat the food they are given or speak.



5 When **Dr. Crusher** returns to **Aldea** to negotiate the release of the children, she hands **Wesley** a scanner that will enable him to examine the **Aldeans**.



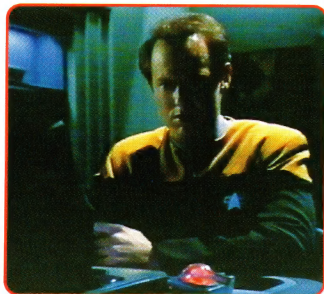
6 After the abducted children are returned to the *U.S.S. ENTERPRISE*, the crew help to repair the planet's damaged ozone layer.

STARSHIP FACTS

The weakened ozone layer causes chromosomal damage to the **Aldeans**.

L continued

Lorot, Subaltern This **Vulcan** was assimilated during **Seven of Nine's** time in the **Borg collective**. Lorot's neural patterns were integrated into the hive mind, only to emerge as one of several personae that possessed Seven during 2375. (*Starship Log: 'Infinite Regress' [VOY]*) **SEE FILES 43, 71**



Lorrum **Kazon-Nistrim** intelligence agent. He was the controller-contact for **Kazon** spy and **U.S.S. Voyager** crewman **Michael Jonas**. (*Starship Log: 'Lifesigns' [VOY]*) **SEE FILES 29, 71**

▲ **Kazon-Nistrim spy Michael Jonas, obeying the orders of his controller-contact Lorrum, tried to sabotage the U.S.S. VOYAGER's warp drive system.**

Lorvan crackers One of **Kira Nerys's** favorite snacks, served on a plate at **Quark's bar**. **Dr. Bashir's** prescription for Kira's exhaustion included **Karvino** juice, a **jumja stick**, gambling tokens, a **holosuite** program, and Lorvan crackers. (*Starship Log: 'Defiant' [DS9]*) **SEE FILES 43, 70**

Los Angeles Urban area on the eastern shore of Earth's Pacific Ocean. In the 20th century, it was a hub of scientific research as well as idiosyncratic lifestyles and philosophy. The **U.S.S. Voyager** crew traveled back to the Los Angeles of 1996 to thwart **Henry Starling**. (*Starship Log: 'Future's End' [VOY]*) **SEE FILE 71**

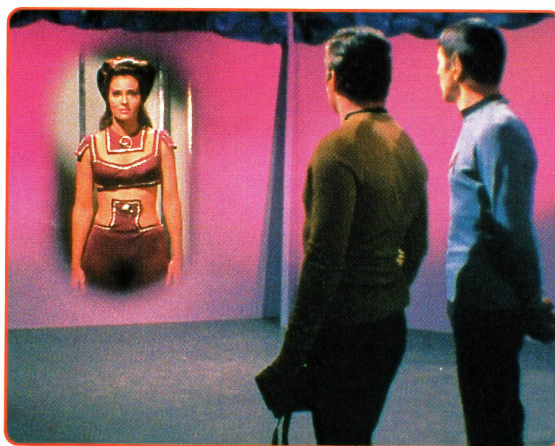
Losira The final living **Kalandan** on an outpost far from home. The original Losira had been dead for 10000 years in 2268, but her image was the basis for a deadly guardian still protecting the ghostly station from invaders. (*Starship Log: 'That Which Survives' [TOS]*) **SEE FILES 4, 68**

Loskene, Commander A **Tholian** starship captain. Loskene constructed an energy net around the **U.S.S. Enterprise NCC-1701** in 2268, when the **Federation** ship drifted into Tholian territory while rescuing **Captain Kirk**. (*Starship Log: 'The Tholian Web' [TOS]*) **SEE FILES 18, 68**



▲ **Engineering specialist Orn Lote worked with Commander Riker in 2369.**

Lote, Orn Native of the ecologically-damaged **Tagra IV**. Lote worked with **Riker** to set up a protective field modulator that would have exploded but for the intervention of **Amanda Rogers**. (*Starship Log: 'True-Q' [TNG]*) **SEE FILE 69**

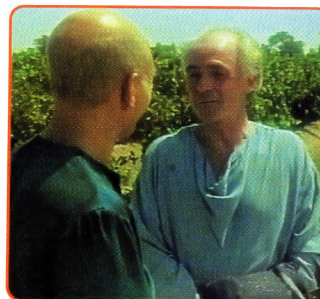


▲ **After Losira died, her image was used to protect the Kalandan Outpost against intruders. This duplicate killed its victims with cellular disruption.**

lothra A species that requires hydrogen to sustain life, just as humanoids must metabolize oxygen. (*Starship Log: 'Melora' [DS9]*) **SEE FILE 70**

'Louie, Louie' Popular song of Earth's 20th century. **Miles O'Brien** sang it while kayaking, leading **Odo** to mistake it for a sea chantey. (*Starship Log: 'Heart of Stone' [DS9]*) **SEE FILE 70**

Louis Respected hydroponics scientist on Earth in the mid-24th century, and childhood friend of **Jean-Luc Picard**. Louis hoped Picard would accept directorship of the **Atlantis Project** in 2367. (*Starship Log: 'Family' [TNG]*) **SEE FILES 43, 69**



▲ **Childhood friends Louis and Jean-Luc Picard met as adults in Labarre, France.**

Louvois, Captain Phillipa Fortright **Starfleet** attorney who, in 2365, made history by ruling that the android **Data** had the same rights as any living sentient life form. (*Starship Log: 'The Measure of a Man' [TNG]*) **SEE FILES 43, 69**

Loval This planet was claimed by the **Cardassians**, who established a small colony. Loval also supported a covert weapons development operation. (*Starship Log: 'Return to Grace' [DS9]*) **SEE FILES 3, 13, 70**

love poetry, Klingon Stylized verse that expresses passion to the listener or reader. **Worf** cited Klingon poems as the way to produce the desired female reaction of clawing, yelling, and throwing heavy objects. (*Starship Log: 'The Dauphin' [TNG]*) **SEE FILES 11, 69**

Lovok, Colonel A **Founder** masqueraded as this **Romulan** officer in 2371. The faux Lovok led a combined **Tal Shiar-Obsidian Order** force that was overwhelmed at the former Founder homeworld. (*Starship Log: 'The Die is Cast' [DS9]*) **SEE FILE 70**

Lorot, Subaltern
Lorrum
Lorvan crackers
Los Angeles
Losira
Loskene, Commander
Lote, Orn
lothra
'Louie, Louie'
Louis
Louvois, Captain Phillipa
Loval
love poetry, Klingon
Lovok, Colonel
Low Note, The
low-mileage pit woofie
Lower Pylon 1
luau
Lucasian Chair
Lucier, Bruce
lucovexitrin
Lucsly
Ludugial gold
Luger
Lukara
Luma
Luma Rahl
Lumas
Lumba
Lumo
Luna



▲ **In 2355, Phillipa Louvois prosecuted Jean-Luc Picard over the loss of the U.S.S. STARGAZER. This court-martial ended the couple's romantic relationship.**



▲ **A Dominion shapeshifter undermined a Tal Shiar attack on the Founders by impersonating Colonel Lovok.**



Low Note, The



An amazingly real **holodeck** New Orleans jazz dive frequented by the beguiling holographic character **Minuet**, who was created by the **Bynars** to distract **Will Riker** while they stole his ship. (*Starship Log*: '11001001' [TNG]) **SEE FILES 43, 56, 69**

◀ **Riker encountered the beguiling Minuet in The Low Note, a holographic simulation of a smoky New Orleans jazz joint.**

low-mileage pit woofie

A colloquial phrase from 20th-century Earth. **Sonny Clemonds** suggested he and **Data** "find a couple of low-mileage pit woofies and help [them] build a memory." (*Starship Log*: 'The Neutral Zone' [TNG]) **SEE FILE 69**

Lower Pylon 1

The bottom portion of **Deep Space Nine's** primary docking pylon. In 2369, Lower Pylon 1 was cleared of personnel because of an impending **subspace** rupture. (*Starship Log*: 'If Wishes Were Horses' [DS9]) **SEE FILES 27, 70**

luau

SEE Polynesian resort

Lucasian Chair

A Professor of Mathematics position at Cambridge University funded by Henry Lucas in 1663. Holders of the chair included Sir Isaac Newton, Stephen Hawking, and in a possible future created by **Q**, **Data**. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 43, 55, 69**

▶ **In an alternate future, Data retired from Starfleet to take up the Lucasian Chair at Cambridge.**



Lucier, Bruce

An acquaintance of **Julian Bashir** who hosted a New Year's Eve party in 2368. Among the attendees were an **Andorian** named **Erib**, Bashir, and **Elizabeth Lense**, the valedictorian of Bashir's medical class. (*Starship Log*: 'Explorers' [DS9]) **SEE FILES 43, 70**

lucovertin

A rare but poisonous material that, like **invidium**, triggers the breakdown of silicon atoms. This material is normally not scanned for by starship sensors. (*Starship Log*: 'Hollow Pursuits' [TNG]) **SEE FILE 69**

Lucsly

One of the **Department of Temporal Investigations** agents assigned to debrief **Sisko** after the **U.S.S. Defiant's** voyage back in time to 2267. Lucsly took notes and had a basic knowledge of the **Bajorans**. (*Starship Log*: 'Trials and Tribble-ations' [DS9]) **SEE FILES 19, 70**



▶ **Lucsly and his colleagues strongly disapproved of James T. Kirk's time-traveling activities.**

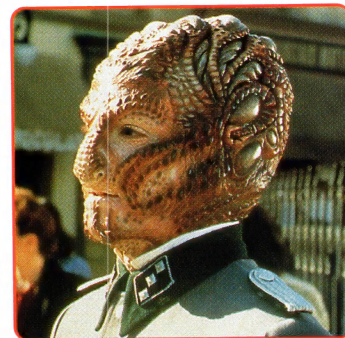
Ludugial gold

Ludugial gold is the standard by which other coin minters are judged. **Ferengi** trader **Par Lenor** hope to buy an **empathic metamorph** for 20000 Ludugial gold coins. (*Starship Log*: 'The Perfect Mate' [TNG]) **SEE FILE 69**

Luger

Small-arms projectile weapon carried by German military officers during Earth's World War II, and by the **Hirogen** warriors in the **U.S.S. Voyager** holosimulation of that conflict. (*Starship Log*: 'The Killing Game', Parts I and II [VOY]) **SEE FILES 18, 71**

▶ **The Hirogen made full use of the antiquated Luger pistol when they took control of a World War II holodeck scenario.**



Lukara

Kahless the Unforgettable's wife. Kahless and Lukara's romance began as they fought together against 500 **Klingon** warriors attacking the **Great Hall** at **Qam-Chee** approximately 1000 years ago. (*Starship Log*: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILES 11, 48, 70**



Luma

An **Eymorg**, or "giver of pain and delight," from the planet **Sigma Draconis VI**. Luma met **Captain Kirk's** landing party after an elevator took them deep under the planet's surface. (*Starship Log*: 'Spock's Brain' [TOS]) **SEE FILES 18, 68**

▶ **Luma and her fellow Eymorgs stole Mr. Spock's brain, in order to reactivate the computer that controlled their world.**

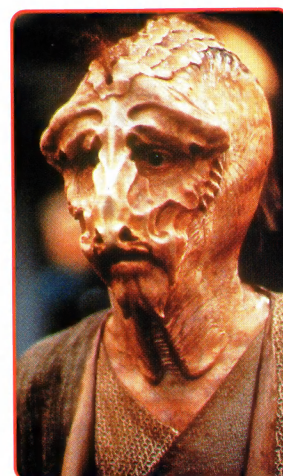
Luma Rahl

Pseudonym used by **Kira Nerys** when she journeyed back in time to the **Singha Refugee Camp** and encountered her family, including her three-year-old self. (*Starship Log*: 'Wrongs Darker than Death or Night' [DS9]) **SEE FILES 47, 70**

Lumas

This representative of the **Caatati** pleaded for food from the **U.S.S. Voyager** for his fellow refugees, then threatened the ship when they did not deliver on his request. (*Starship Log*: 'Day of Honor' [VOY]) **SEE FILES 18, 40, 71**

▶ **Lumas appeared grateful for VOYAGER'S aid, but later turned against the ship's crew.**



Lumba

Female **Ferengi** financial advisor to **Zek** during **Ishka's** indisposition in 2374. Lumba was actually a hormonally-altered **Quark**. (*Starship Log*: 'Profit and Lace' [DS9]) **SEE FILES 51, 70**

Lumo

Humanoid male living on **Miramane's** planet. Lumo rescued a young boy who was trapped by fishing nets and drowned in a river, and then witnessed **Captain James T. Kirk** bring the boy back to life. (*Starship Log*: 'The Paradise Syndrome' [TOS]) **SEE FILES 18, 68**

Luna

Earth's moon, site of **Tycho City**, Lake Armstrong, and home to **Starfleet Cadet Dorian Collins** of **Red Squad**. Natives of Luna are sometimes referred to as '**Lunar Schooners**.' (*Starship Log*: 'Valiant' [DS9]) **SEE FILES 7, 19, 70**

L continued

Lunar V

This moon of **Angosia III** was used as a maximum security involuntary resettlement site for psychologically and biochemically-modified **Angosian**



soldiers. Escapee **Roga Danar** brought this injustice to the **Federation's** attention. (*Starship Log: 'The Hunted'* [TNG]) **SEE FILES 3, 18, 69**

⬆ Escaped veterans from the moon **Lunar V** wanted only to return to their homes and families on the planet **Angosia III**.

Lunar V base

Name given to a secret encampment on **Bajor's** fifth moon that once housed resistance fighters and a weapons cache. **Subimpulse raiders** were known to be stored there.

(*Starship Log: 'The Siege'* [DS9]) **SEE FILES 10, 40, 70**

⬆ During the conflict with the **Circle, Kira** and **Dax** retrieved a **SUBIMPULSE RAIDER** from the **Lunar V base**.



Lupaza

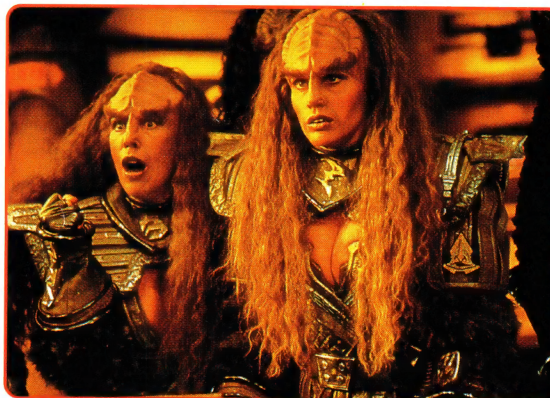
Female **Bajoran** farmer from **Dahkur Province** who became a **Shakaar** resistance cell fighter during the occupation. She and **Furel** were murdered by the **Cardassian Silaran Prin** while on **Deep Space Nine** in 2373. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 10, 47, 70**



⬆ **Lupaza**, along with **Kira Nerys** and **Shakaar Edon**, spent time in a **Cardassian** interrogation center during the occupation of **Bajor**. **Lupaza's** partner, **Furel**, rescued all three resistance heroes.

Lupi

Molly O'Brien's favorite doll. When **Molly** fell through a time portal on **Golana**, and was transposed with an 18-year-old version of herself, **Lupi** was a vital tool in reuniting the young **Molly** with her parents. (*Starship Log: 'Time's Orphan'* [DS9]) **SEE FILE 70**



⬆ In 2371, **Lursa** and her equally devious sister, **B'Etor**, joined forces with **Dr. Tolian Soran**. The **Duras sisters** were killed when the **U.S.S. ENTERPRISE** returned fire on their **BIRD-OF-PREY**.

Luria

Home planet to **Morn** and other **Lurians**. According to **Julian Bashir**, it is a Lurian funeral custom to bring comestibles to sustain the deceased in the afterlife. Additional authoritative information about the culture is scanty; it is not known if the Royal Family of which **Morn** was rumored to be Crown Prince actually exists, or indeed if all Lurians are as talkative as is he. (*Starship Log: 'Who Mourns for Morn?'* [DS9]) **SEE FILES 3, 58, 70**

Lurin, DaiMon

Independent **Ferengi** captain who commandeered the **U.S.S. Enterprise NCC-1701-D** in 2369 using two **B'rel-class Klingon** ships and the **Ferengi Salvage Code**. He was defeated in part by a handful of real children. (*Starship Log: 'Rascals'* [TNG]) **SEE FILES 51, 69**

Lurry, Mr.

Deep Space Station K-7's long-suffering manager. In 2267, **Lurry** tried to keep peace on the station despite the best efforts of **Nilz Baris**, **Arne Darwin**, quarrelsome **Klingons**, **tribbles**, and a **Starfleet** shore leave party. (*Starship Log: 'The Trouble with Tribbles'* [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILES 32, 68, 70**

Lursa

Member of the **House of Duras**. From 2367 to her death in 2371, **Lursa** and sister **B'Etor** hatched a variety of failed plans to try and gain control of the **Klingon High Council**. (*Starship Log: 'Redemption', Parts I and II* [TNG]; 'Past Prologue' [DS9]; *Star Trek Generations*) **SEE FILES 11, 48, 69, 70, 78**

Lursor

A sacred lake on the **Klingon** homeworld. In the legend of **Kahless the Unforgettable**, the metal of the first **bat'leth** was cooled in the waters of **Lursor**. (*Starship Log: 'Rightful Heir'* [TNG]) **SEE FILES 11, 69**

Lutan

Ligon II's head of government in 2364. **Lutan** kidnapped **Tasha Yar** to pit her against his wife,



Yareena, in a failed attempt to inherit her property. (*Starship Log: 'Code of Honor'* [TNG]) **SEE FILES 18, 69**

⬆ **Lutan** was highly impressed by **Tasha Yar** when he visited the **U.S.S. ENTERPRISE**.

Lunar V
Lunar V base
Lupaza
Lupi
Luria
Lurin, DaiMon
Lurry, Mr.
Lursa
Lursor
Lutan
luvetric pulse
Luvsitt, Mona
Lya Station Alpha
Lycosa tarantula
lydroxide
lynars
Lynch, Ensign
Lynch, Leland T.
Lyris
Lyshan system
Lysia
lysosomal enzyme
Lytasians
Lyxian scale



⬆ **Mr. Lurry** tried his best to restore order to **DEEP SPACE STATION K-7**, which he managed in 2267.



⬆ **Morn** may be an incessant conversationalist, but he rarely speaks about his own people. One of the few pieces of information so far gleaned is that **Lurians** have more than one stomach; this can even be used for storage purposes.



luvetric pulse

A rhythmic energy emission. **Data's** power system is sensitive to this type of energy and will, in effect, echo the pulse. A strong luvetric pulse can also destroy his **positronic net**. (*Starship Log: 'Descent', Part I* [TNG]) **SEE FILES 43, 55, 66, 69**

Luvstitt, Mona

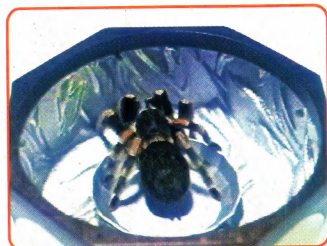
A **holosuite** character in **Julian Bashir's** secret agent program. Mona was Bashir's overqualified valet; she could speak seven languages, pilot anything in the air, and had advanced degrees in several sciences. (*Starship Log: 'Our Man Bashir'* [DS9]) **SEE FILES 43, 56, 70**

Lya Station Alpha

Starbase controlled by the **Federation**. In 2368, the **U.S.S. Enterprise NCC-1701-D** transported surviving **Solarion IV** colonists to this outpost and took on a new crew member, **Ro Laren**. (*Starship Log: 'Ensign Ro'* [TNG]) **SEE FILES 32, 43, 69**

Lycosa tarantula

An alien arachnid with physical similarities, as its name suggests, to the Earth tarantula. **Miles O'Brien** believed these creatures suitable as pets, and owned one that he named **Christina**. (*Starship Log: 'Realm of Fear'* [TNG]) **SEE FILES 18, 43, 69**

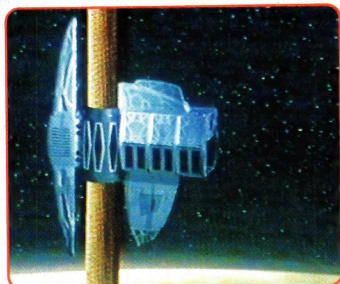


◀ **Miles O'Brien** overcame an early fear of spiders, and even adopted a **Lycosa tarantula** as a domestic pet.

lydroxide

Liquid material used by the **Nezu** to combat excess heat caused by friction in the couplings of their **orbital tether** carriages. Lydroxide is caustic and deadly to humanoids. (*Starship Log: 'Rise'* [VOY]) **SEE FILES 40, 71**

▶ **The Nezu** use the corrosive substance **lydroxide** as a coolant in their orbital tethers.

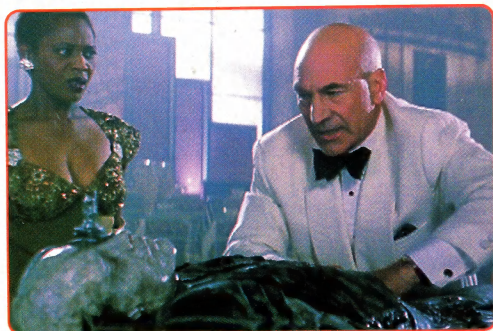


lynars

Harmless small, black, winged cave-dwellers native to the underground caverns of the planet **Celtris III**. Lynars in sudden flight temporarily unnerved **Worf**, **Beverly Crusher**, and **Captain Picard** during a secret mission to Celtris III. (*Starship Log: 'Chain of Command', Part I* [TNG]) **SEE FILE 69**

Lynch, Ensign

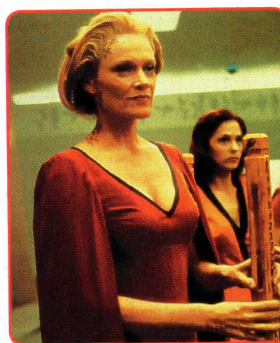
Starfleet officer assimilated by the **Borg** during their invasion of the **U.S.S. Enterprise NCC-1701-E** in 2373. **Captain Picard** killed Lynch while hiding in a **Dixon Hill holodeck** scenario, and then retrieved a Borg neuroprocessor from the corpse. (*Starship Log: Star Trek: First Contact*) **SEE FILES 26, 79**



▶ **Jean-Luc Picard** shot the assimilated **Ensign Lynch** with a 20th-century Tommy-gun acquired from a character in the **Dixon Hill** holoprogram. The captain then had the unpleasant task of retrieving a neuroprocessor from the corpse.

Lynch, Leland T.

Lieutenant commander and assistant chief engineer on the **U.S.S. Enterprise NCC-1701-D** in 2364, during the starship's mission to rescue **Deanna Troi** from **Vagra II**. (*Starship Log: 'Skin of Evil'* [TNG]) **SEE FILES 25, 69**



Lyris

Bureaucratic officer on **Taresia**. She persuaded **Harry Kim** that he was a Taresian indigene as part of a scheme to reap genetic matter for their propagation program. (*Starship Log: 'Favorite Son'* [VOY]) **SEE FILES 18, 71**

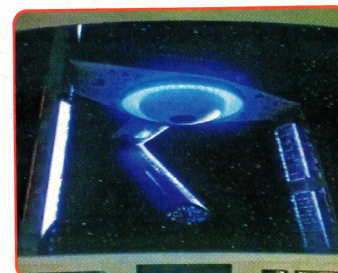
▶ **Lyris** greeted members of the **U.S.S. VOYAGER** crew when they visited **Taresia** in 2373. She played a leading role in the **Taresian** government's plan to extract genetic material from suitable males.

Lyshan system

Federation star system near **Cardassian** space where the **U.S.S. Enterprise NCC-1701-D** collected **Worf** and **Beverly Crusher** after a secret excursion to **Celtris III**. **Captain Picard** did not make the rendezvous. (*Starship Log: 'Chain of Command', Part II* [TNG]) **SEE FILE 69**

Lysia

Home to the **Lysian** people, the deadly enemies of the **Satarrans**. In 2368, the **U.S.S. Enterprise NCC-1701-D** was unwittingly involved in a complex plot to destroy the **Lysian Central Command**, a deep space station located in the **Epsilon Silar** system. En route to the station, the *Enterprise* obliterated a virtually defenseless **Lysian Destroyer** with a crew of 53. Apologies and reparations were later made to the **Lysian Alliance**. (*Starship Log: 'Conundrum'* [TNG]) **SEE FILE 69**



▶ **A Satarran** infiltrated the **U.S.S. ENTERPRISE** in 2368 as part of a complex plot to destroy the central command station of the race's main enemies, the **Lysians**.

lysosomal enzyme

This biological substance alters the speed of a chemical reaction without itself being destroyed. The lysosomal enzyme is seen in **Andorian** amoebae and other life forms that rely on **symbiogenesis** for procreation. (*Starship Log: 'Tuvix'* [VOY]) **SEE FILE 71**

Lytasians

Ferengi enemies at the **Battle of Prenax**, the most important conflict in Ferengi history. According to legend, 10 Ferengi stood alone against 273 Lytasians, and all 10 were slaughtered. (*Starship Log: 'The Magnificent Ferengi'* [DS9]) **SEE FILES 14, 70**

Lyxian scale

Musical scale. A **Breen** nursery rhyme written on a Lyxian scale was used by **Michael Eddington** as a coded message to the **Maquis** in 2373. (*Starship Log: 'For the Uniform'* [DS9]) **SEE FILES 43, 70**

▶ **The Breen** nursery rhyme code was one of many cunning tactics employed by **Michael Eddington** during his time with the **Maquis**.

